



OFFICIAL CASH POP GAME RULES

EFFECTIVE JANUARY 17, 2022

The Official “CASH POP” 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 South Carolina Education Lottery, and shall only apply prospectively to games or draws made after the effective date of the change.

Drawings

1. Unless SCEL directs otherwise, a CASH POPCASH POP drawing shall be conducted each day between 6:59 p.m. and 7:00 p.m. (“Evening Draw”). Unless SCEL directs otherwise, a CASH POP drawing shall also be conducted Monday through Saturday between 12:59 p.m. and 1:00 p.m. (“Midday Draw”) except on December 25th. The CASH POP drawing will be conducted immediately after the Pick 3, Pick 4, and FIREBALL Midday drawings have concluded and after the Pick 3, Pick 4, FIREBALL, and Palmetto Cash 5 Evening drawings have concluded.
2. The winning number resulting from a given draw is the number 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 an 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 or her designee, the sale of CASH POP tickets will be suspended Monday through Saturday at 12:45 p.m. and sales will resume as soon as practicable after the Midday Draw. Unless otherwise specified by the Executive Director or his or her designee, the sale of CASH POP tickets will also be suspended each day at 6:45 p.m.

and sales will resume as soon as practicable after the Evening Draw. Upon confirmation and entry of the winning number into the central gaming system for each draw, ticket holders 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 at or around 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.

4. DRAW SELECTIONS

- a. "Draw Selection" is either the Midday or the Evening Draw, or both, which applies to the play(s) and the play option(s) selected including advance draw options. A draw selection or play sequence will not include a Sunday Midday Draw or a December 25th Midday Draw.
- b. "Advance Draw" or "Advance Play" is not available or offered for a CASH POP game.
- c. "Multi-draw" is a play option selection for drawings for up to six (6) draws as authorized by the Executive Director, without amendment to the Rules. Multi-draw selections are consecutive from the draw date selected. Each Multi-draw selection
- d. "Price Amount Options" are pricing selections of either one dollar (\$1.00), two dollars (\$2.00), five dollars (\$5.00) or ten dollars (\$10.00). A price amount option must be selected.

Playing CASH POP

1. A person playing CASH POP initially should select (a) one or more number(s) (1-15) ("Pop(s)") or "Quick Pick" within the play panel(s) on a play slip (b) a play amount per play; and (c) how many draws to play. The person should make a heavy mark in the appropriate boxes on each selected play panel. Only blue or black ink or pencil should be used on the play slip. RED INK WILL NOT BE ACCEPTED OR READ BY THE TERMINAL PLAY SLIP SCANNER.
2. A person playing CASH POP may select as many numbers ("Pop(s)") as desired or COVER ALL to choose all of the numbers.
3. Each play slip will be for the next available CASH POP draw.
4. The Player may wager \$1, \$2, \$5, or \$10 for each number played. If more than one number is played, the wager amount will be the same for each number.

The Player may select from one (1), two (2), three (3), four (4), five (5), or six (6) consecutive Drawings for which the play shall be valid. A selection must be made. Each consecutive drawing selected will cost the same chosen play amount. For example, if the chosen play amount is \$5 and the player selects four (4) consecutive plays on the play slip, the player will pay \$20 and the play ticket will be valid for the next and subsequent three (3) consecutive Draws.

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6. For each number (“Pop”) played a prize will be randomly assigned to that number.
7. Match any of your number(s) (“Pop”) to the number (“Pop”) drawn, win prize shown for that number.
8. The price of a single Play shall be determined by Player selection, except that the Director may establish a discount for promotional purposes from time to time. A CASH POP game feature may be added at the discretion of the Lottery. A CASH POP game feature is an alternative or additional method for playing the game with the same basic design. Any game feature that may be added shall be publicly announced by the Lottery in advance of the effective date.

TICKET PURCHASE and TICKET CANCELLATION

1. A person who plays CASH POP may present a completed play slip and the total amount due based upon the number of plays and the bet amounts represented on the play slip to an SCEL retailer authorized to sell online tickets. A person who plays CASH POP may choose to have one (1) number randomly selected by the terminal by marking the “Quick Pick” box on the play slip. Incomplete play slips, for example, play slips with no numbers selected, no wager amounts selected, or no number of draws selected, may be corrected manually by the lottery retailer. The retailer may also manually enter a person’s number selections, but players are strongly encouraged to utilize a play slip. The person will receive a printed ticket or tickets with the selections chosen by the person or terminal. The person should review the instructions printed on the play slip. The person using a play slip should exercise care in making the number selections and the choice of wager or advance draws. The instructions printed on the back of the play slip are incorporated into this document by reference.
2. All selected numbers on the play slip will be valid for the selected draw(s).
3. If a mistake or error is made in the number selection, discard and prepare a separate play slip. NUMBER SELECTIONS THAT ARE ERRONEOUS SHOULD NOT BE ERASED BECAUSE AN ERASED AREA MAY STILL BE READ BY THE SCANNER. The risk of loss for any erasure or other errors rests solely with the person presenting the play slip.

4. The person submitting a CASH POP play slip is solely responsible for the selections on the play slip. The person is also solely responsible for verifying the accuracy of the selections printed on the ticket they receive, whether the CASH POP game play information is provided on a play slip or entered manually by the retailer. Once a CASH POP ticket is received from the retailer, the player is solely responsible for ensuring that the ticket accurately represents: (a) the numbers selected; (b) the play options selected; and (c) the drawing(s) the person intended to enter. The play slip is not a valid receipt nor proof of purchase. **THE PRINTED TICKET IS THE ONLY VALID RECEIPT OF THE PERSON'S SELECTION(S), WAGER(S), AND THE ONLY VALID DOCUMENT FOR CLAIMING A PRIZE.**

5. CASH POP tickets cannot be canceled. Carefully review your selections before submitting to a retailer for purchase. It shall be the sole responsibility of the Player to verify the accuracy and readability of the information on the CASH POP ticket at the time of purchase.

Please see next page for CASH POP odds, costs, and prize table.

CASH POP ODDS, COSTS, and PRIZE TABLE

\$1 Wager		
Prize	Odds of Receiving Prize on Ticket	Odds of Winning a Prize
\$5	1 in 2	1 in 31
\$7	1 in 5	1 in 75
\$10	1 in 7	1 in 105
\$15	1 in 12	1 in 180
\$20	1 in 18	1 in 270
\$25	1 in 42	1 in 630
\$50	1 in 150	1 in 2,250
\$100	1 in 275	1 in 4,125
\$250	1 in 1,000	1 in 15,000

\$2 Wager		
Prize	Odds of Receiving Prize on Ticket	Odds of Winning a Prize
\$10	1 in 2	1 in 31
\$14	1 in 6	1 in 90
\$20	1 in 7	1 in 105
\$30	1 in 10	1 in 150
\$40	1 in 15	1 in 225
\$50	1 in 30	1 in 450
\$100	1 in 150	1 in 2,250
\$200	1 in 275	1 in 4,125
\$500	1 in 1,000	1 in 15,000

\$5 Wager		
Prize	Odds of Receiving Prize on Ticket	Odds of Winning a Prize
\$25	1 in 2	1 in 31
\$35	1 in 7	1 in 105
\$50	1 in 8	1 in 120
\$75	1 in 10	1 in 150
\$100	1 in 12	1 in 180
\$125	1 in 20	1 in 300
\$250	1 in 135	1 in 2,025
\$500	1 in 275	1 in 4,125
\$1,250	1 in 1,000	1 in 15,000

\$10 Wager		
Prize	Odds of Receiving Prize on Ticket	Odds of Winning a Prize
\$50	1 in 2	1 in 32
\$70	1 in 7	1 in 105
\$100	1 in 8	1 in 120
\$150	1 in 10	1 in 150
\$200	1 in 12	1 in 180
\$250	1 in 16	1 in 240
\$500	1 in 90	1 in 1,350
\$1,000	1 in 275	1 in 4,125
\$2,500	1 in 1,000	1 in 15,000

Claims

1. A CASH POP ticket is a bearer instrument and as such, the ticket holder should treat the ticket as cash. A CASH POP TICKET HOLDER SHOULD FILL IN THE CLAIM INFORMATION IN THE SPACE PROVIDED ON THE REVERSE SIDE OF THE TICKET AND SIGN THE TICKET IMMEDIATELY AFTER PURCHASE. SCEL is not responsible for lost or stolen tickets. The person presenting a winning ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.
2. A winning ticket must be validated by the central gaming system. Upon proper validation, the retailer must promptly pay a prize of five hundred dollars (\$500.00) or less. The risk of loss for a CASH POP ticket paid prior to confirmation of validation by the central gaming system rests solely with the retailer paying the prize for that ticket. However, the ticket holder is solely responsible for ensuring that the entire prize is paid at the time the winning ticket is validated.
3. SCEL will pay a prize only upon presentation of an original 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 CASH POP ticket paid prior to confirmation of validation by the central gaming system rests solely with the retailer paying the prize for that ticket.
4. A ticket must be presented for validation within one hundred eighty (180) days after the date of the drawing for the CASH POP game in which the prize was won. The central gaming system will not validate a ticket after one hundred eighty (180) days from the date of the draw for CASH POP game ticket and a prize will not be paid for any such ticket.
5. In the event of any unusual circumstances, the decision of the SCEL's Executive Director or his designee will be final.

Players will be responsible for all applicable taxes and/or certain debt set-off in accordance with S.C. Code Ann. §59-150-330. Any outstanding debt will be deducted from the Prize before it is paid to the winner. The winner may dispute any amounts withheld pursuant to §59-150-330 of the South Carolina Code as may be authorized by law.

General Provision Applicable to Retailers

The Executive Director, as authorized by the South Carolina Lottery Board of Commissioners, may from time to time, as he or she deems appropriate, implement a sales incentive program for licensed lottery retailers.

/s/
Hogan Brown, Executive Director

December 14, 2021