



SOUTH CAROLINA EDUCATION LOTTERY

INSTANT TICKET GAME RULES
AND GUIDELINES

INSTANT GAME NO. 356

“CASH IN THE POCKET”

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Section 1 – GAME RULES

- 1.1 The rules for Game #356 are comprised of: (1) Act 59 of 2001, as amended; (2) the Regulations of the South Carolina Education Lottery Commission; (3) the “Working Papers” for the South Carolina Education Lottery (SCEL) Game #356 which establish the game specifications and parameters; (4) the material presented in these Instant Ticket Game Rules; and (5) any practices or procedures utilized by SCEL. For the Ticket Holder Complaint Procedure visit the Instant Games Page at www.sceducationlottery.com. The items cited herein are incorporated by reference and are binding as if printed herein. Each document cited above shall have equal weight unless is an inconsistency between or among these documents in which case the document listed first shall be controlling.
- 1.2 These rules become effective on the date the initial game allocation of tickets is sent from the instant ticket vendor warehouse to SCEL Retail Outlets, and will remain effective through the last day to claim a prize for Instant Game 356. For End of Game Procedures visit the Instant Games Page at www.sceducationlottery.com.
- 1.3 To determine if the “Last Day To Sell tickets” in a SCEL retail outlet has been established for this game visit the Instant Game Page at www.sceducationlottery.com or visit the green play station or ask a SCEL retailer.
- 1.4 “Cash in the Pocket” tickets shall be made available for sale at the discretion of the Executive Director.

Section 2 - DEFINITIONS

- 2.1 “Low Tier Prize” - a prize of \$19.00 and less. All other prizes are mid to high tier prizes.
- 2.2 “Ticket” - a South Carolina Instant Game Number 356 Ticket.
- 2.3 “Ticket Validation Code” - is the unique twelve (12) digit number printed in the play area on the front of the Ticket underneath the removable, rub –off covering made of opaque elastomeric material and overprint.
- 2.4 “Pack” - is a pack of fanfolded Instant Game Tickets which are attached to each other by perforations, which the Retailer uses to separate the tickets from each other when they are sold.
- 2.5 “Pack-Ticket Number” - the thirteen (13) digit number of the form 356-000001-0-000 (299), ink jet imaged onto the back of the ticket in black ink.
- 2.6 “Play Symbols” - one of the symbols which appear under the six (6) Play spots on the front of the ticket mark or entitled “Play Symbols”. Each Play Symbol is printed in black ink in Symbol Font in positive. Paragraph 2.7 illustrates the possible Play Symbols used.
- 2.7 Play Symbols: The below Play Symbols will appear in one (1) of the six (6) Play spots.

Rack Numbers Play Symbols:

1	2	3	4	5	6	7	8	9	10
ONE	TWO	THREE	FOUR	FIVE	SIX	SEVEN	EIGHT	NINE	TEN
11	12	13	14	15					
ELEVN	THLVE	THRTN	FORTN	FIFTN					

Cash Ball Play Symbols:

1	2	3	4	5	6	7	8	9	10
ONE	TWO	THREE	FOUR	FIVE	SIX	SEVEN	EIGHT	NINE	TEN
11	12	13	14	15					
ELEVN	THLVE	THRTN	FORTN	FIFTN					

2.8 Prize Symbols: The below Prize Symbols will appear in one (1) of the five (5) Prize spots.

\$1.00	\$2.00	\$3.00	\$4.00	\$5.00
ONE DOL	TWO DOL	THR DOL	FOR DOL	FIV DOL
\$10.00	\$20.00	\$50.00	\$5,000	
TEN DOL	THY DOL	FTY DOL	FIV THO	

2.9 Legends: The below Legends will appear in their respective play area(s):

CASH	RACK
BALL	NUMBERS

2.10 “Retailer Validation Code” consists of three (3) small codes found under the removable scratch off coating over the Play Symbols on the front of the ticket, which SCEL and its Retailers use to verify and validate winners. For Instant Game Number 356, the Retailer Validation Codes are: ONE for \$1 winners, TWO for \$2 winners, THR for \$3 winners, FOR for \$4 winners, FIV for \$5 winners, TEN for \$10 winners, TWY for \$20 winners, TWF for \$25 winners, FTY for \$50 winners, and HUN for \$100 winners with each letter appearing in three (3) of six (6) possible locations beneath the removable latex covering. Non-winning tickets and winners above \$500 use the letters in the required codes list in different combinations with the following restrictions: Vowels A, E, I, O, and U are not used.

2.11 A “Non-Winning Ticket” is defined as a South Carolina Instant Game 356 Ticket which is not intended to be a winning Ticket.

Section 3 - DETERMINATION OF INSTANT PRIZE WINNERS

3.1 The following subparagraphs specify how a prize winner of an instant cash prize is determined in Instant Game 356.

The entire play area on the ticket is to be rubbed off to determine the six (6) Play Symbols and five (5) Prize Symbols on the front of the ticket. If the ticket bearer matches any of the five (5) RACK NUMBERS to the CASH BALL number, the ticket bearer will win the prize shown for that number. The prize amounts are as follows:

- \$ 1 (one dollar) or
- \$ 2 (two dollars) or
- \$ 3 (three dollars) or
- \$ 4 (four dollars) or
- \$ 5 (five dollars) or
- \$ 10 (ten dollars) or
- \$ 20 (twenty dollars) or
- \$ 25 (twenty-five dollars) or
- \$ 50 (fifty dollars) or
- \$ 100 (one hundred dollars) or
- \$ 5,000 (five thousand dollars)

- 3.2 No portion of the Point of Sale material(s) display printing nor any extraneous matter whatever shall be usable or playable as a part of the Instant Game.
- 3.3 In all events, the determination of prize winners shall be subject to the general Ticket Validation Requirements set forth in Section Six (6) of these Rules and the requirements set out on the back of each Instant Game ticket.
- 3.4 The Validation Number (including any portion thereof) is not a Play or Prize Symbol and is not usable as such.
- 3.5 The Retailer Validation Code (including any portion thereof) is not a Play or Prize Symbol and is not usable as such.

Section 4 – TOTAL PRIZES AND ODDS

Two million four hundred thousand (2,400,000) tickets were ordered for this instant ticket game. The number and value of the prizes programmed to be in this game are as follows:

<u>INSTANT PRIZE</u>	<u>APPROXIMATE NUMBER IN THE GAME</u>	<u>CHANCES OF WINNING</u>
\$1	256,000	1:9.38
\$2	176,000	1:13.64
\$3	64,000	1:37.50
\$4	32,000	1:75.00
\$5	24,000	1:100.00
\$10	8,000	1:300.00
\$20	4,000	1:600.00
\$25	2,000	1:1,200.00
\$50	1,000	1:2,400.00
\$100	500	1:4,800
\$5,000	8	1:300,000.00

OVERALL ODDS OF WINNING ARE 1 in 4.23
 ALL ODDS AND PERCENTAGES ARE BASED UPON SELLING ALL 2,400,000
 TICKETS ORDERED FOR THIS GAME.

Upon delivery to SCEL the actual number of tickets ordered for this game may vary by an overall tolerance range of not more than a five percent (5%) overage to not more than a five (5%) reduction. For the total number of tickets ordered two million four hundred thousand (2,400,000) a total overage of tickets of not more than one hundred twenty thousand (120,000) may result in a total, including the overage, of two million five hundred twenty thousand (2,520,000) tickets actually delivered. For the total number of tickets ordered, a total reduction of not more than five percent (5%) of the total number ordered, not more than one hundred twenty thousand (120,000) may result in a total, because of the reduction, of two million two hundred eighty thousand (2,280,000) tickets actually delivered. **THE NUMBER OF PRIZES AND THE CHANCES OF WINNING IN THIS INSTANT TICKET GAME WILL REMAIN THE SAME REGARDLESS OF THE TOTAL NUMBER OF TICKETS ACTUALLY DELIVERED.**

The average odds of winning a prize in this game are one (1) in 4.23. This DOES NOT mean that there is a winning ticket in every four (4) tickets. The prizes listed above are distributed randomly throughout all of the tickets in this game by programming parameters established in the working papers. These programming parameters establish the total number of tickets printed 2,400,000 \$1 tickets are ordered for this game), the total number of prizes (approximately 567,508 prizes are programmed within the 2,400,000 tickets), and the total value of all the prizes (approximately \$1,398,000.00 within this game). Other programming parameters ensure an approximately even prize symbol distribution among possible ticket locations within this game.

Section 5 - INSTANT TICKET VALIDATION REQUIREMENTS

In addition to all of the other requirements in these Rules and as printed on the back of each Instant Game Ticket, the following Validation Requirements will apply with regard to the Instant Game Tickets in South Carolina Instant Game Number 356.

- 5.1 To be a valid Instant Game Ticket, all of the following requirements must be met:
- A. Exactly one (1) Play Symbol must appear under each of the six (6) Play Symbol rub-off spots and exactly one (1) Prize Symbol must appear under the five (5) Prize Symbol rub-off spots on the front of the Ticket.
 - B. Each of the six (6) Play Symbols and five (5) Prize Symbols must be present in its entirety and be fully legible.
 - C. The Ticket shall be intact.
 - D. The Pack-Ticket Number, Ticket Validation Number, and Retailer Validation Code must be present in their entirety and be fully legible. The Ticket Validation Number shall correspond, using SCEL's codes, to the Play Symbols on the Ticket.
 - E. The Ticket must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner that prevents reliable validation.
 - F. The Ticket must not be counterfeit in whole or in part.

- G. The Ticket Validation Number, Retailer Validation Code and the Pack-Ticket Number shall be printed in gray-black ink.
- H. The Ticket must have been issued by SCEL in an authorized manner.
- I. The Ticket must not be stolen nor appear on any list of omitted Tickets on file with SCEL.
- J. The Play Symbols, Prize Symbols, Ticket Validation Number and Retailer Validation Code must be right side up and not reversed in any manner.
- K. The Ticket must be complete, and not miscut, and have exactly one (1) Play Symbol under the six (6) Play Symbols on the front of the Ticket; exactly (1) Prize Symbol under the five (5) Prize Symbols on the front of the ticket; exactly one (1) Retailer Validation Code; and one (1) Validation Number on the ticket.
- L. The Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Validation Numbers of winning Tickets and a Ticket with that Validation Number shall not have been paid previously.
- M. The Ticket must not be blank or partially blank, misregistered, defective or printed or produced in error.
- N. Each of the six (6) Play Symbols and five (5) Prize Symbols must be exactly one of those described in paragraph 2.7.
- O. Each of the six (6) Play Symbols and five (5) Prize Symbols must be printed in the Symbol Font and must correspond precisely to the artwork on file at the Lottery. Each of the six (6) Play Symbol Captions must be printed in the Symbol Font and must correspond precisely to the artwork on file at the Lottery. The Retailer Validation Code must be printed in the Validation Font and must correspond precisely to the artwork on file at the Lottery; and the Ticket Validation Numbers must be printed in the Validation Font and must correspond precisely to the artwork on file at the Lottery.
- P. The display printing must be regular in every respect and correspond precisely with the artwork on file at the Lottery.
- Q. The Ticket must pass all additional validation tests provided for by SCEL and confidential validation tests of SCEL.

5.2 A Ticket which fails any of SCEL's validation checks is invalid and ineligible for any prize. The Executive Director may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If a defective Ticket is purchased, the only responsibility or liability of the Executive Director shall be the replacement of the defective Ticket with an unplayed Ticket from the same game or any other game or a refund of the sale price of the Ticket.

Section 6 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY

- 6.1 All game prizes must be claimed within ninety (90) days of the last day the game is authorized for sale. Any prize not claimed within the period specified herein and in the manner specified on the back of each ticket shall be forfeited.
- 6.2 An instant game Ticket is a bearer instrument until signed on the back by the owner.
- 6.3 The Lottery shall not be responsible for lost or stolen Tickets.
- 6.4 The Lottery shall not be responsible for Tickets lost in the mail, mailed to an incorrect address or mailed to an address other than the address specified by the Lottery to receive prize claims.
- 6.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

Section 7 - DISPUTES

In the event a dispute between SCEL and the ticket bearer occurs as to whether the Ticket is a winning ticket, and if the Ticket prize is not paid, the Executive Director may, solely at his option, replace the disputed Ticket with an unplayed Ticket (or Tickets of equivalent sales price from any current lottery game). This shall be the sole and exclusive remedy of the bearer of the Ticket.

These rules for SCEL Game #356 are comprised of: (1) Act 59 of 2001, as amended; (2) the Regulations of the South Carolina Education Lottery Commission; (3) the contract between SCEL and SGI and any other party named in the contract contained within and comprised of the working papers for SCEL Game #356; (4) the material presented in these Instant Ticket Game Rules; and (5) any practices or procedures (either written or unwritten) utilized by SCEL. The items cited herein are incorporated by reference and are binding as if printed herein. Each document cited above shall have equal weight unless there is an inconsistency between or among these documents in which case the document listed first shall be controlling.

Section 8 - TERMINATION OF THE GAME

The Executive Director may at any time and in his sole discretion, stop sales of tickets.

Section 9 - PRICE OF TICKET

The price of an Instant Game Number 356 Ticket is \$1.⁰⁰.