

## DEPARTMENT OF REVENUE

### Colorado Lottery

## LOTTERY RULES AND REGULATIONS

### 1 CCR 206-1

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#### **RULE 10.D CASH 5**

#### **BASIS AND PURPOSE OF AMENDED RULE 10.D**

The purpose of Rule 10.D is to provide specific game details and requirements for the Colorado Lottery Jackpot Game "CASH 5" such as type of play, prizes, method of selecting winning numbers, drawings, and the allocation of revenues. The statutory basis for Rule 10.D is found in C.R.S. 44-40-109 (1) (a) and (2), 44-40-113 and 44-40-114.

#### **10.D.1**

A Colorado Lottery Jackpot game to be known as "Cash 5" is authorized to be conducted by the Director under the following Rules and Regulations and under such further instructions and directives as the Director may issue in furtherance thereof. If a conflict arises between Rule 10 and this Rule 10.D, Rule 10.D shall apply.

#### **10.D.2 Definitions**

In addition to the definitions provided in Paragraph 1.2 of Rule 1 and Rule 10, and unless the context in this Rule 10.D otherwise requires:

- a. "Board" means a field of the 32 numbers found on the play slip.
- b. "Number" means any play integer from 1 through 32 inclusive.
- c. "Play" means the five numbers selected on each Board and printed on the ticket.
- d. "Play slip" means a mark-sense game card used by players of Cash 5 to select plays. There shall be ten game grids, or boards, on each play slip identified as A, B, C, D, E, F, G, H, I, and J. A play slip has no pecuniary value and shall not constitute evidence of ticket purchase or of numbers selected.

#### **10.D.3 Price Of Cash 5 Tickets**

The price of each Cash 5 play shall be \$1.00 but may be adjusted at the Director, or designee's, discretion.

#### **10.D.4 Play For Cash 5**

- a. Type of play:

A Cash 5 player must select five numbers in each play. A winning play is achieved only when 2, 3, 4, or 5 of the numbers selected by the player match, in any order, the five winning numbers drawn by the Lottery.

- b. Method of play:

1. Manual - The Jackpot Game retailer may enter the player's selected numbers via the keyboard on the Jackpot Game terminal.
2. Play Slip - The player may use an original play slip provided by the Lottery to make

number selections. The Jackpot Game terminal will read the play slip and issue a ticket with corresponding plays.

- i. Facsimiles of play slips, copies of play slips, or other materials that have not been printed or approved by the Lottery shall not be used to enter a play.
  - ii. No device shall be connected to an Jackpot Game terminal to enter plays, except as may be approved by the Lottery.
  - iii. Unapproved play slips or other devices may be seized by the Lottery.
  - iv. The play slip must be marked by hand. Machine-printed play slips used to enter plays must be approved by the Director. Unapproved machine-printed playslips may be seized by the Lottery.
  - v. Nothing in this regulation shall be deemed to prevent a person with a physical disability who would otherwise be unable to mark a play slip manually from using any device intended to permit such person to make such a mark (for his/her sole personal use or benefit).
3. Quick Pick - The Jackpot Game retailer can create ticket(s) using the Jackpot Game terminal where the play has been created using a random number generator operated by the Jackpot Game terminal.
  4. Partial Quick Pick - A player may leave a portion of his/her play selections to a random number generator operated by the Jackpot Game terminal. The partial quick pick option can be used with a play slip or manual entry by the retailer.

#### 10.D.5 Prizes For Cash 5

- a. Cash 5 prize amounts, for each drawing, are paid to those players who select a matching combination of numbers from the five (5) numbers selected by the Lottery in a random drawing. The prize amounts for each prize category and odds of winning are as follows:

MATCHING COMBINATIONS	PRIZE CATEGORY	ODDS OF WINNING (ONE PLAY)
All five matching numbers in one play	\$20,000.00	1:201,375
Any four but not five matching numbers in one play	\$200,00	1:1,491
Any three but no four or five matching numbers in one play	\$10,00	1:57
Any two but not three, four or five matching numbers in one play	\$1.00	1:6

- b. Aggregate Limit - In the event more than ten (10) tickets win the top prize in any one drawing (correctly match five numbers in any one play), all top prize winning tickets will receive an equal share of Two Hundred Thousand Dollars (\$200,000.00).
- c. The projected aggregate prize fund for Cash 5 is Fifty-five and Twenty-nine One Hundredths Percent (55.29%).
- d. Additional Lottery prizes may be awarded as authorized by the Director from the Indirect Prize Category Contribution as specified in Specific Game Playing Rules.
- e. The holder of a winning ticket may win only one prize per play in connection with the winning numbers drawn and shall be entitled only to the highest prize category won by those numbers.

#### **10.D.6 Ticket Purchases**

- a. Cash 5 tickets may be purchased only from a Lottery retailer authorized by the Director to sell Jackpot Game tickets.
- b. Cash 5 tickets shall show at a minimum, the numbers selected, boards played, drawing date and validation and reference numbers.
- c. The Lottery shall not directly and knowingly sell a combination of tickets to any person or entity which would guarantee such purchaser a win.
- d. A player may cancel a ticket and receive a refund of the purchase price for any draw provided the following criteria are met:
  1. The legible ticket is returned to the Jackpot Game retailer from whom the player purchased;
  2. It is returned within one (1) hours of purchase;
  3. The retailer is open;
  4. The Jackpot Game system is available for wagering; and
  5. The Jackpot Game system has not converted to the next drawing period.

#### **10.D.7 Drawings**

- a. Cash 5 drawings shall be held as scheduled by the Director and as indicated in the Drawing Guidelines. In the event of an act of Force Majeure the drawing shall be rescheduled at the Director's, or the Director's designee, discretion.
- b. The drawings will be conducted by Lottery officials and comply with Colorado Revised Statutes.
- c. Each drawing shall determine, at random, five winning numbers in accordance with Drawing Guidelines. Any numbers drawn are not declared winning numbers until the drawing is certified by the Lottery in accordance with paragraph 10.D.7 d). The winning numbers shall be used in determining all Cash 5 winners for that drawing. If a drawing is not certified, another drawing will be conducted to determine actual winners.
- d. The drawing shall not be invalidated based on the liability of the Lottery.

#### **10.D.8 Advance Play**

Advance play provides the opportunity to purchase Cash 5 tickets for more than one drawing. Advance play tickets shall be available for purchase in variable increments. The Advance Play feature shall be available at the discretion of the Lottery Director.

#### **10.D.9 Licensee Commission**

- a. In addition to the six percent (6%) Commission set forth in Paragraph 10.14 of Rule 10, the Director may provide such additional compensation to licensees as is deemed appropriate by the Director to further the sale of Cash 5 tickets, so long as such additional compensation is made equally available to all licensees and does not exceed a total of ninety-five and twenty-nine hundredths of one percent (0.9529%) of the total amount received by the Division from all Cash 5 tickets sold or disbursed as of the date the Director determines to provide such additional compensation. The ninety-five and twenty-nine hundredths of one percent (0.9529%) described above shall consist of the following:
  1. Forty-five and twenty-nine hundredths of one percent (0.4529%) of sales from all Cash 5 tickets lawfully sold or disbursed by an Jackpot Game retailer shall be accrued to pay Jackpot Game retailers a one percent (1%) cashing bonus for each Cash 5 prize

redeemed by Jackpot Game retailers up to and including \$599.99.

2. Up to one-half of one percent (0.5)% of sales from all Cash 5 tickets lawfully sold or disbursed by an Jackpot Game retailer shall be accrued to pay Jackpot Game retailers a marketing performance bonus.
- b. In order to receive the marketing performance bonus each Jackpot Game retailer must meet the following criteria:
1. A retailer must be a licensed retailer on the date additional compensation is declared;
  2. A retailer must meet or exceed the requirements of the Marketing Performance Bonus Plan for the period in which additional compensation is declared; and
  3. The requirements of the Marketing Performance Bonus Plan to be met by Jackpot Game retailers shall be established by the Lottery Director or his designee.
- c. In the event there is a residual resulting from the accrual of the ninety-five and twenty-nine hundredths of one percent (0.9529%) of sales after the bonuses described in 10.D.9 a.1. and 2. have been expensed, the Director may provide additional compensation to licensees as described in 10.D.9 a. or may revert the excess amount thereby decreasing the bonus expense.