

TOP-PRIZE SECOND-CHANCE INTERNET DRAWING GUIDELINES Game #753

"\$250,000 Crazy Ball Crossword Multiplier"

I. OVERVIEW

These guidelines shall govern the top-prize second-chance Internet drawing to be conducted by the Lottery as part of the \$250,000 Crazy Ball Crossword Multiplier scratch game. To enter the drawing players must register the 22-digit Void If Removed Number (VIRN) from \$250,000 Crazy Ball Crossword Multiplier non-cash-winning tickets on the Lottery's website (www.coloradolottery.com). The VIRN is located on the front of the ticket under the scratch off portion of the ticket. There will be one (1) drawing in which one (1) winner of \$250,000 will be selected.

II. PURPOSE

- A. To ensure the prize awarded in the \$250,000 Crazy Ball Crossword Multiplier topprize second-chance Internet drawing is determined as impartially and randomly as practical.
- B. To ensure the integrity of the Lottery is maintained at all times.
- C. To ensure the drawing is conducted in strict compliance with guidelines for Lottery top-prize second-chance prize drawings.
- D. To ensure compliance to all applicable Lottery statutes, rules, and regulations.

III. PRIZES

- A. One (1) prize of \$250,000 will be paid to the individual or entity listed on the one (1) entry selected to be the winning qualifying entry.
- B. Odds of winning a drawing prize are dependent on the number of eligible entries registered via the Internet for this top-prize second-chance drawing by the Lottery database provider as of the designated deadline for the drawing.

IV. DRAWING DATES, TIMES AND LOCATIONS

- A. The Lottery Director shall determine the game end date.
- B. Once the game end date is determined, the drawing eligibility deadlines and drawing dates will be posted on www.coloradolottery.com. The dates are subject to

- change at the Lottery Director or designee's discretion.
- C. The drawings will be held at a time and location to be determined by the Drawing Manager or designee. All drawings are open to the public.

V. ELIGIBILITY

- A. In order to qualify for the drawing, players must register non-cash-winning tickets from the Scratch game designated in the Overview section of these Guidelines at www.coloradolottery.com. Cash-winning tickets and tickets classified as stolen are not eligible to win a prize in this drawing.
- B. All entries must be received and registered by the Lottery database provider in order to qualify for the drawing by the deadline, which is approximately 60 days after the game end date.
- C. Registration of qualified non-cash-winning tickets at the Lottery's website, www.coloradolottery.com, is the only method of entry into the drawing. Entries submitted through methods other than the Internet will not be eligible. \$250,000 Crazy Ball Crossword Multiplier tickets are Internet registration entries; therefore, mail in entries will not be accepted. In addition, non-cash-winning tickets may not be forwarded to the Lottery via Lottery retailers, Lottery offices, Lottery staff, special events, courier, or any other exceptional means. The Lottery does not accept responsibility for incorrectly submitted, lost, stolen or non-received entries.
- D. In order to register a qualified non-cash-winning ticket as an entry on the website, the unique 22-digit VIRN located on the front of the \$250,000 Crazy Ball Crossword Multiplier ticket, the player's name, current address (street, city, state, zip code), date of birth, and telephone number are required.
- E. Each qualified non-cash-winning \$250,000 Crazy Ball Crossword Multiplier scratch ticket can qualify as one (1) entry only.
- F. There is no limit to the number of entries that can be submitted by a single player.
- G. An entry is ineligible if the person whose name contained in the entry is ineligible to receive a Lottery prize under Colorado law or pursuant to Lottery rules. Prize eligibility is subject to any and all applicable statutes, rules, and regulations regarding participation in Colorado Lottery games.
 - 1. The following persons are not eligible to participate in the drawings:
 - Employees of the Lottery:
 - Employees of the Lottery's independent auditing firms;
 - Employees of Scientific Games International, Inc., Cactus Communications, Siteworks, Inc., or any major contractor/vendor of the Lottery designated by the Lottery Director or designee;
 - Members of the Lottery Commission;
 - Any other individual who is regularly ineligible to participate in Colorado Lottery games; and
 - Immediate, resident family members of any of the foregoing.
- H. Individuals must be at least 18-years of age or have received their entry as a gift.

- I. The Lottery reserves the right to end \$250,000 Crazy Ball Crossword Multiplier at any time. Entries received after the submission deadline into the top-prize second-chance drawing for \$250,000 Crazy Ball Crossword Multiplier have no expressed or implied value. The Lottery bears no obligation or liability for such entries.
- J. Only entries submitted on the Lottery website prior to the announced deadline are eligible for inclusion into this drawing.
- K. If the Lottery determines an entry to be valid, and the entry was not entered into the drawing due to Lottery or database provider error, as determined by the Lottery Director or designee, that entry may be entered into a comparable drawing for prizes of like value, or an alternate prize may be offered at a future time to be determined by the Lottery Director or designee. The Lottery Director or designee's decision is final.
- L. The Lottery Director or designee will make all final decisions regarding the eligibility of entries and/or participants.
- M. Any attempt to deliberately damage the Lottery website or undermine the legitimate operations of the top-prize second-chance drawing is a violation of criminal and civil laws. Should such an attempt be made, the Lottery reserves the right to disqualify any portion of, or the entire, Internet registration database.

VI. HANDLING AND STORAGE OF ENTRIES

- A. Entries received at <u>www.coloradolottery.com</u> will be compiled and stored in a database.
- B. A unique number will be assigned to each entry.
- C. After the eligibility deadline for the drawing has expired, the database provider will secure the database such that no entries are recorded.

VII. DRAWING PREPARATIONS

A. SUPPLIES

- 1. Random number selector (computer program or alternate method).
- Drawing checklists and certification forms.
- 3. Database containing all of the entries registered at <u>www.coloradolottery.com</u> during the drawing eligibility period and up to the drawing deadline.

B. PERSONNEL

The Drawing Team will consist, minimally, of the Lottery Drawing Manager or designee, a Lottery Drawing Investigator and an Independent Auditor. The drawing is open to the public.

- 1. Drawing Manager responsibilities:
 - a. Ensure all necessary equipment and supplies are available and in good working order.
 - b. Ensure that all required personnel are present, briefed and prepared to conduct the drawing.

- c. Ensure that all required documents, checklists and certification forms are completed in a timely manner.
- d. Supervise staff in their drawing assignments.
- e. Ensure that the drawing is videotaped for Lottery security purposes.
- f. Select the winning entry using a Random Number Generator.
- g. Halt the drawing if anything improper is observed.
- h. Approve continuation of the drawing once an observed problem is corrected.

2. <u>Lottery Drawing Investigator</u> responsibilities:

- Observe all aspects of the drawing, ensuring that nothing is tampered with.
- b. Assist in examination and validation of each entry.
- c. Oversee verification of winner identification and eligibility.
- d. Halt the drawing if anything improper is observed.

3. <u>Independent Auditor</u> responsibilities:

- a. Observe all aspects of the drawing and bring any improprieties or irregularities to the attention of the Drawing Manager or designee.
- b. Examine equipment and supplies (pre- and post-drawing) to ensure operation will not compromise the integrity of the drawing.
- Assist in examination of selected entries.
- Inspect and sign correct certified drawing documents.
- e. Forward a report to the Drawing Manager or designee to certify that the drawing has been held in compliance with all applicable statutes, rules and guidelines.

VIII. DRAWING PROCEDURES

- A. The Drawing Team will assemble at the drawing site on the date and time determined by the Drawing Manager or designee.
- B. The drawing may not proceed until the appropriate personnel described in Section VII.B. are present.
- C. The Drawing Team will inspect the drawing equipment to ensure it is operating properly. The equipment should show no signs of tampering or any other condition that might compromise the integrity or fairness of the drawing.
- D. The database will consist of uniquely numbered entries that include registration information for the person/entity that submitted the entry.
- E. The Drawing Manager or designee shall utilize a random number generator, as described in Section VII.A.1, to select entries within the "from-to" range. The entry corresponding to the first (1st) selected number shall be the prize winner and the remaining entries selected shall be the alternates, in the order selected.

- F. One (1) winning entry and alternate entries will be selected during the drawing process. The Drawing Manager or designee will determine the number of alternate entries to be selected at the time of the drawing.
- G. Once the random numbers have been selected, the Drawing Manager or designee will access the database to determine the entry corresponding to the first (1st) selected random number and thus the winner and alternates for the drawing. A printout of the winner and alternate entries shall be placed into the drawing file.
- H. Should it be necessary for the Lottery to conduct a subsequent drawing after the official drawing, a Drawing Team will re-assemble.
- I. Should any member of the Drawing Team observe the occurrence of anything unusual during the drawing process that cannot be immediately corrected and may affect the validity of the drawing, that member may immediately halt the drawing proceedings. The Drawing Team shall attempt to resolve the issue and continue the drawing. In absence of a resolution, the Drawing Manager or designee shall attempt to contact the Lottery Director, Deputy Director, Security Director, and/or Marketing Director, in that order. The decision of the contacted Director is final. Should the decision of the Director be to halt the drawing, the Drawing Team shall immediately secure the entry database, equipment and supplies until the drawing can re-commence. An Unusual Occurrence report must be completed by the Drawing Manager or designee and included with the drawing forms.
- J. Following completion of the drawing, the Drawing Team will inspect and secure the equipment.
- K. The Lottery Drawing Investigator will secure the disk containing the database of entries.

IX. DETERMINATION OF WINNER

- A. A reasonable attempt will be made to contact the person or entity contained in the Internet registered entry. If an entry is deemed preliminarily eligible at the time of the drawing, but the Lottery is unable to contact the person or entity for any reason (e.g. telephone number or email address is incorrect or no longer in service) within five (5) business working days, the prize is awarded to the alternate(s) in the order drawn. At the discretion of the Drawing Manager the timeframe may be extended.
- B. The person or entity will have five (5) working days after being notified of the selection of their entry to claim their prize at the Colorado Lottery. At the discretion of the Drawing Manager the timeframe may be extended.
- C. If the winning entry contains the names of persons or entities, the persons/entities will be contacted and required to fill out a <u>Relinquishment of Rights</u> form. Should this form be properly completed by all such persons/entities the entry may be deemed to be eligible. In such an instance, such persons/entities shall have five (5) business days from the date of claim to provide the completed form to the Lottery. If for any reason, the form is not completed and provided to the Lottery the entry may be deemed ineligible.
- D. Should the winning entry be deemed ineligible for any reason, the First Alternate shall replace it as the winning entry. This entry will then be subjected to the same eligibility requirements, and should it to be deemed ineligible, replaced by the Second Alternate. This process will be repeated until an entry has been determined

- eligible and certified as the winner.
- E. In the event there is an inconsistency or insufficient information as to the person(s) or entity(s) entitled to the prize, the Lottery Director or designee shall make an investigation and withhold all winnings until such time that the Director or designee is satisfied that the proper person(s) or entity(s) is awarded the prize.
- F. The Lottery Director or designee shall make all final decisions regarding the eligibility of entries and/or participants.

X. FULFILLMENT OF PRIZES

- A. Prize winner eligibility in the **\$250,000 Crazy Ball Crossword Multiplier** top-prize second-chance drawing is subject to any and all applicable State of Colorado statutes, Rules, and regulations regarding participation in Colorado Lottery games.
- B. The payee of a prize of \$600 or more shall be subject to intercept procedures outlined in C.R.S. 24-35-212.5. The Colorado Lottery will conduct intercepts for social services, criminal restitution, and Department of Personnel. <u>Cash and merchandise</u> prizes valued at \$600 or more will be subject to social services intercept (Department of Human Services). <u>Cash only</u> prizes of \$600 or more will be subject to criminal restitution intercept (Judicial Department) and outstanding state debt (Department of Personnel).

The foregoing drawing guidelines for the Lottery's top-prize second-chance \$250,000 Crazy Ball Crossword Multiplier Internet drawing are approved as of the date indicated below.

Michael Drury, Drawing Manager

Date

Sauce Solano

Laura Solano, Director

Date