

53ER18-35 PICK 2™.

(1) How to Play PICK 2™.

(a) PICK 2 is a Draw lottery game (also known as an online lottery game) in which a player selects any two-digit number from 00 to 99 inclusive. The digits may be the same or different, for example, 11 and 12 are both valid selections. A player selects only one digit in a Front Number or Back Number play as further described in subparagraphs (1)(e)4. and 5., below.

(b) Players may choose play amounts of \$.50 or \$1.00 per play, per drawing.

(c) Players may make their PICK 2 ticket selections by marking a play slip or by telling the retailer their desired selections.

1. There are five panels on a play slip. Players electing to use a play slip to make their PICK 2 selections must mark one number in each column, or mark the Quick Pick (QP) box located at the bottom of each panel for the terminal to randomly select one or more of the numbers for each panel played. The player may also mark the play type, draw time and play amount; however, if the play type, play amount, or draw time is not marked by the player, the terminal will default to a \$1.00 straight play for the next available draw. A “Void” box is also located at the bottom of each panel and should be marked by the player if an error was made in his or her selections in a panel. Players may mark the \$5 “Quick Picks” box to receive five \$1.00 tickets, each with one set of two randomly selected numbers (straight play) for the next available PICK 2 drawing, or may mark the \$10 “Quick Picks” box to receive ten \$1.00 tickets, each with one set of two randomly selected numbers (straight play) for the next available PICK 2 drawing. Players may mark Quick Picks in addition to panel plays. Players must use only blue or black ink or pencil for making selections. The use of mechanical, electronic, computer generated or any other non-manual method of marking play slips is prohibited. Play slips may be processed through a Florida Lottery full service vending machine or processed by a Florida Lottery retailer to obtain a ticket.

2. Retailers also are authorized to manually enter numbers selected by a player. Players electing to make their PICK 2 ticket selections by telling the retailer must specify the play type, play amount, draw time, and their desired number selections (or tell the retailer they desire to use the quick pick feature for the terminal to randomly select one or more of the numbers).

(d) Players may play future consecutive midday, evening or both drawings within a fourteen-day period or non-consecutive drawings within a seven-day period by using the “advance play” feature. To use the advance play

feature, players may either mark the play slip or tell the retailer the advance play selections and draw time(s) they desire. For purposes of this paragraph (1)(d), both a fourteen-day and a seven-day period begin on the date of the next available PICK 2 drawing for the draw time(s) selected and continue through the next thirteen /six consecutive days for the draw time(s) selected. The advance play options are described more fully in subparagraphs 1 and 2 below.

1. Advance Play by Play Slip. Advance play selections made on a play slip are for consecutive drawings for the draw time(s) selected only. Players shall mark the desired number of consecutive drawings in the “Days” section and the desired draw time(s) in the “Draw Time” section of the play slip. The number of consecutive drawings marked will include the next available drawing for the draw time(s) selected and will apply to each panel (A-E) played. Advance play does not apply to selections in the Quick Picks box.

a. If the midday (MID) box is selected, the ticket will be entered into the next available midday draw and consecutive midday draws through the selected number of days.

b. If the evening (EVE) box is selected, the ticket will be entered into the next available evening draw and consecutive evening draws through the selected number of days.

c. If the both (BOTH) box is selected, the ticket will be entered into the next available draw and consecutive midday and evening draws through the selected number of days.

2. Advance Play by Telling the Retailer. Players shall specify to the retailer their desired selections in one of the following advance play parameters:

a. Any single day for the draw time(s) selected in a seven-day period;

b. Any two non-consecutive days for the draw time(s) selected in a seven-day period;

c. Any two or more consecutive days for the draw time(s) selected in a seven-day period, not including the next available drawing.

d. Up to fourteen consecutive days for the draw time(s) selected, including the next available drawing.

In the event that a planned change in the PICK 2 game requires that the number of advance plays available for purchase be reduced to zero before implementation of the change, an advance play countdown schedule will be posted on the Florida Lottery’s website.

(e) PICK 2 can be played and won as follows:

1. "Straight" play. In a straight play, if a player's digits as printed on the player's ticket match, in exact order, the official PICK 2 winning numbers for the drawing, the player wins \$25 for a 50-cent play or \$50 for a \$1.00 play.

2. "Box" play. A box play allows a player to win if the player's digits match, in any order, the official PICK 2 winning numbers for the drawing. A "box" play pays a winner \$12.50 for a 50-cent play or \$25 for a \$1.00 play.

3. "Straight and Box" play. A straight and box play combines a 50-cent straight play and a 50-cent box play for a \$1.00 play. A "Straight and box" play pays a winner \$37.50 if a player's digits as printed on the player's ticket match, in exact order, the official PICK 2 winning numbers of the drawing, or \$12.50 if the player's digits match, in any order, the official PICK 2 winning numbers for the drawing.

4. "Front Number" play. A front number play allows a player to select only one digit and pays \$2.50 for a 50-cent play or \$5.00 for a \$1.00 play if the first digit as printed on the ticket matches the first number of the official PICK 2 winning numbers for the drawing.

5. "Back Number" play. A back number play allows a player to select only one digit and pays \$2.50 for a 50-cent play or \$5.00 for a \$1.00 play if the last digit as printed on the ticket matches the last number of the official PICK 2 winning numbers for the drawing.

6. "1-OFF"® play. A 1-OFF play allows a player to win if the two-digit number chosen by the player matches, in exact order, the official PICK 2 winning numbers for the drawing ("straight win") or if, in exact order, one or both of the digits are one number higher or lower than the official PICK 2 winning numbers for the drawing ("1-OFF win"). A PICK 2 1-OFF ticket will contain the two-digit number (player-selected or Quick Pick) that qualifies for the straight win and a chart that shows the straight match and corresponding 1-OFF digits. In PICK 2, there are a total of eight possible 1-OFF combinations. A \$1.00 play pays as follows:

a. \$25 for a straight win

b. \$3 for a 1-OFF on one digit win- (one digit matches, one digit is off by one)

c. \$3 for a 1-OFF on two digits win- (both digits are off by one)

A 50-cent play amount is not available for a 1-OFF play.

(f) On occasion, increases in the prize amounts set forth in paragraph (1)(e) above will be offered for promotional purposes. In such event, the increased prize amounts will be available at flalottery.com, Lottery district offices and retailer locations.

(g) A liability limit of \$1 million is established for PICK 2. When the play of a particular two-digit number for a drawing reaches the Florida Lottery's PICK 2 liability limit of \$1 million, no further ticket sales for any type of play that would involve that two-digit number will be allowed for that drawing. In addition, no Front Number or Back Number play that involves the first or last digit of the two-digit number will be allowed for that drawing.

(2) PICK 2 Drawings.

(a) PICK 2 drawings are conducted twice daily.

(b) The equipment shall be configured so that one ball is drawn from each of two units of balls numbered zero (0) through nine (9).

(c) Two balls will be selected in the drawing, one each into two separate display devices. The numbers shown on the two balls, after certification by the Draw Manager and the Accountant, shall be the official winning numbers for the drawing.

(d) The Florida Lottery shall not be responsible for incorrect circulation, publication or broadcast of official winning numbers.

(3) PICK 2 Odds of Winning.

The odds of winning in PICK 2 are as follows:

- |                               |                             |
|-------------------------------|-----------------------------|
| <u>(a) Straight</u>           | <u>1 in 100</u>             |
| <u>(b) Box</u>                | <u>1 in 50</u>              |
| <u>(c) Straight and Box</u>   | <u>1 in 100 and 1 in 50</u> |
| <u>(d) Front Number</u>       | <u>1 in 10</u>              |
| <u>(e) Back Number</u>        | <u>1 in 10</u>              |
| <u>(f) 1-OFF</u>              |                             |
| <u>1. Straight</u>            | <u>1 in 100</u>             |
| <u>2. 1-OFF on one digit</u>  | <u>1 in 25</u>              |
| <u>3. 1-OFF on two digits</u> | <u>1 in 25</u>              |

(4) PICK 2 Rules and Prohibitions.

(a) By purchasing a PICK 2 ticket the player agrees to comply with and abide by all rules and regulations of the Florida Lottery.

(b) PICK 2 prize payments shall be made in accordance with rules of the Florida Lottery governing payment of prizes. A copy of the current rule can be obtained from the Florida Lottery, Office of the General Counsel, 250 Marriott Drive, Tallahassee, Florida 32399-4011.

(c) Subject to a retailer's hours of operation and on-line system availability, PICK 2 lottery tickets are available for purchase daily between the hours of 6:00 a.m. and midnight, Eastern Time (ET).

(d) The scheduled time for the daily PICK 2 drawing is approximately 1:30 p.m. ET for the midday draw and approximately 9:45 p.m. ET for the evening draw. Ticket sales for a specific PICK 2 drawing will close approximately thirteen minutes prior to that drawing. Any ticket sold after the close of game will be printed with the next available PICK 2 draw date and draw time, unless the player specifies another PICK 2 draw date and draw time within the selection parameters.

(e) Retailer cancellations of PICK 2 tickets can only be performed by the retailer who sold the ticket, using the selling terminal's optical mark reader, and within two hours after printing, except that no PICK 2 ticket can be canceled after game close for the related drawing. The two-hour ticket cancellation period may be reduced due to the selling retailer's hours of business operation, the hours of on-line system availability, or the time of the related PICK 2 close of game.

(f) It is the player's responsibility to make sure his or her ticket(s) are printed exactly as requested before leaving the retailer and to determine the accuracy of the selected panels of numbers, draw date(s) and time(s), and play types on tickets. In the event that a ticket given to the player by the retailer contains selections that are not consistent with the player's selections, it shall be the responsibility of the player to immediately advise the retailer of that fact. In such event and upon request of a player, the retailer shall make a good faith effort to cancel the ticket. A retailer is not required to cancel a ticket produced upon request of a player by the "quick pick" method of number selection.

(5) The effective date of this emergency rule is August 5, 2018.

Rulemaking Authority 24.105(2), 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.109(1), 24.115(1) FS. Law Implemented 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.124(1) FS. History-New 8-5-18, Replaces 53ER17-17.