

53ER15-20 CASH 3™.

(1) How to Play CASH 3™.

(a) CASH 3 is a lottery online terminal game in which a player must select any two-digit or three-digit number from 000 to 999 inclusive. The digits may be the same or different; for example, 111, 122, and 123 are all valid selections.

(b) Players may choose play amounts of \$.50 or \$1.00 per play, per drawing, for a total of \$.50, \$1.00, \$1.50, \$3.00, or \$6.00, depending upon the play type selected and number of combinations covered.

(c) Players may make their CASH 3 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 CASH 3 selections must mark the play type, draw time, play amount and number selection (or mark the “Quick Pick” box located at the bottom of each panel for the terminal to randomly select one or more of the numbers for each panel played. If the draw time is not marked, the ticket will automatically be entered into 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 three randomly selected numbers (straight play) for the next available CASH 3 drawing, or may mark the \$10 “Quick Picks” box to receive ten \$1.00 tickets, each with one set of three randomly selected numbers (straight play) for the next available CASH 3 drawing. Players may mark Quick Picks in addition to panel plays. Players must use only blue or black ink or pencil for making selections. Play slips must be processed by a retailer in order to obtain a ticket.

2. Players electing to make their CASH 3 ticket selections by telling the retailer may 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). The terminal defaults to a \$1.00 straight play for the next available draw if the play type, play amount, and draw time are not specified by the player in conjunction with the selection of the quick pick feature.

(d) A player who selects the combo play type and who elects to use the quick pick feature will not be able to select the total cost of the ticket. The total cost will be determined by whether the quick pick numbers selected by the terminal comprise a 3-way combo or 6-way combo play type as described in paragraph (1)(g) below.

(e) A player who selects the box play type or the straight/box play type and who elects to use the quick pick feature will not be able to select the type of box play. The type of box play will be determined by whether the quick pick numbers selected by the terminal comprise a 3-way or 6-way box combination as described below.

(f) 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)(f), both a fourteen-day and a seven-day period begin on the date of the next available CASH 3 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 CASH 3 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 Lottery's website.

(g) CASH 3 can be played and won as follows:

1. "Straight" play. In a straight play, if a player's digits are drawn in the exact order as they were chosen by the player, the player wins \$250.00 for a 50-cent play or \$500 for a \$1.00 play.

2. "Box" play. A box play allows a player to win if the player's selections are drawn in any order.

a. A "3-way box" is a play in which the player has selected a number with two identical digits. Therefore, the play involves three combinations; for example, a 122 box covers the combinations 122, 212, and 221, and pays a winner \$80.00 for a 50-cent play or \$160.00 for a \$1.00 play.

b. A "6-way box" is a play in which the player has selected a number in which all three digits are different. Therefore, the play involves six combinations; for example, a 123 box covers the combinations 123, 132, 213, 231, 312, and 321, and pays a winner \$40.00 for a 50-cent play or \$80.00 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. A "Straight and 3-way box" play pays a winner \$330.00 if a player's digits are drawn in the exact order as printed on the player's ticket, or \$80.00 if the player's digits are drawn in any other order.

b. A "Straight and 6-way box" play pays a winner \$290.00 if a player's digits are drawn in the exact order as printed on the ticket, or \$40.00 if the player's digits are drawn in any order.

4. "Combo" play. A combo is a play covering all straight combinations of a 3-digit number and will cost \$1.50 to \$6.00 depending upon the amount played (50 cents or \$1.00) and the number of like digits in the 3-digit number selected.

a. A "3-way combo" is a play in which the player has selected a number with two identical digits. The combo involves three straight play combinations; for example, a 122 combo covers the combinations 122, 212, and 221. A "3-way combo" pays \$250 for a \$1.50 play (\$.50 per combination) or \$500 for a \$3.00 play (\$1.00 per combination).

b. A "6-way combo" is a play in which the player has selected a number in which all three digits are different. The combo involves six straight play combinations; for example, a 123 combo covers the combinations 123, 132,

213, 231, 312, and 321. A “6-way combo” pays \$250 for a \$3.00 play (\$.50 per combination) or \$500 for a \$6.00 play (\$1.00 per combination).

5. “Front Pair” play. A front pair play allows a player to select only two digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two digits as printed on the ticket match, in exact order, the first two numbers drawn by the Lottery.

6. “Back Pair” play. A back pair play allows a player to select only two digits and pays \$25.00 for a 50-cent play or \$50.00 for a \$1.00 play if the two digits as printed on the ticket match, in exact order, the last two numbers drawn by the Lottery.

7. “1-OFF[®]” play. A 1-OFF play allows a player to win if the three-digit number chosen by the player matches in exact order the CASH 3 winning numbers drawn by the Lottery (“straight win”) or if one of the twenty-six three-digit 1-OFF numbers printed on the player’s ticket matches in exact order the CASH 3 winning numbers drawn by the Lottery (“1-OFF win”). The CASH 3 1-OFF ticket will contain the three-digit number (player-selected or Quick Pick) that qualifies for the straight win plus twenty-six additional three-digit 1-OFF numbers that qualify for a 1-OFF win. The twenty-six 1-OFF numbers are all the possible combinations in which each of the three digits either matches or is one number higher or lower than each of the player’s three digits, in exact order. A \$1.00 play pays as follows:

a. \$250 for a straight win

b. \$20 for a 1-OFF on one digit win- (two digits match, one digit is off by one)

c. \$10 for a 1-OFF on three digits win- (all three digits are off by one)

d. \$5 for a 1-OFF on two digits win- (one digit matches, two digits are off by one)

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

(h) On occasion, increases in the prize amounts set forth in paragraph (1)(g) above will be offered for promotional purposes.

(i) A liability limit of \$10 million is established for CASH 3. When the play of a particular three-digit number for a drawing reaches the Lottery’s CASH 3 liability limit of \$10 million, no further ticket sales for any type of play that would involve that three-digit number will be allowed for that drawing. In addition, no Front Pair or Back Pair play that involves the first two or last two digits, respectively, of the three-digit number will be allowed for that drawing.

(2) CASH 3 Drawings.

(a) CASH 3 drawings are conducted twice daily.

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

(c) Three balls will be selected in the drawing, one each into three separate display devices. The numbers shown on the three 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) CASH 3 Odds of Winning.

The odds of winning in CASH 3 are as follows:

<u>(a) Straight</u>	<u>1 in 1000</u>
<u>(b) Box 3-Way</u>	<u>1 in 333.33</u>
<u>(c) Box 6-Way</u>	<u>1 in 166.67</u>
<u>(d) Straight and Box 3-Way</u>	<u>1 in 1000 and 1 in 333.33</u>
<u>(e) Straight and Box 6-Way</u>	<u>1 in 1000 and 1 in 166.67</u>
<u>(f) Combo 3-Way</u>	<u>1 in 333.33</u>
<u>(g) Combo 6-Way</u>	<u>1 in 166.67</u>
<u>(h) Front Pair</u>	<u>1 in 100</u>
<u>(i) Back Pair</u>	<u>1 in 100</u>
<u>(j) 1-OFF</u>	
<u>1. Straight</u>	<u>1 in 1,000</u>
<u>2. 1-OFF on one digit</u>	<u>1 in 166.67</u>
<u>3. 1-OFF on three digits</u>	<u>1 in 125</u>
<u>4. 1-OFF on two digits</u>	<u>1 in 83.33</u>

(4) CASH 3 Rules and Prohibitions.

(a) By purchasing a CASH 3 ticket the player agrees to comply with and abide by all rules and regulations of the Florida Lottery.

(b) CASH 3 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, CASH 3 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 CASH 3 drawing is approximately 1:30 p.m. ET for the midday draw and 7:57 p.m. ET for the evening draw. Ticket sales for a specific CASH 3 drawing will close approximately ten minutes prior to that drawing. Any ticket sold after the close of game will be printed with the next available CASH 3 draw date and draw time, unless the player specifies another CASH 3 draw date and draw time within the selection parameters.

(e) Retailer cancellations of CASH 3 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 CASH 3 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 CASH 3 close of game.

(f) It is the responsibility of the player 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 March 16, 2015.

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(2), 24.105(9)(a), (b), (c), (d), (e), (f), (h), 24.124(1) FS. History-New 3-16-15, Replaces 53ER12-22 and 53ER15-14 F.A.C.