

OLC Operating Procedure 920

Former game rule number 3770:1-9-920

Effective: June 22, 2012

(A) Title and term. Ohio lottery commission game rule number nine hundred twenty, EZPLAY "Spooky Sevens," shall be conducted at such times and for such periods as the commission may determine. For the purpose of this rule, "sales cycle" shall mean any such period, including reprints, beginning on the date when ticket sales are commenced and continuing through the date established by the director as the date on which sales with respect to tickets allocated to sales agents during the period in game rule number nine hundred twenty will cease.

(B) General design.

(1) Game rule number nine hundred twenty is generally known as an "instant lottery." A ticket for game rule nine hundred twenty is terminal generated. Each ticket will display a Game Play Area which consists of two sections, a "Game Grid" section containing an "X" axis with six (6) letters (A-F) and a "Y" axis with seven (7) numbers (1-7), and a "Your Coordinates" section. The "Your Coordinates" will consist of ten (10) coordinate combinations of one (1) letter and (1) number. The player will plot their coordinates. The player wins the prize amount by matching "Your Coordinates" to the "Game Grid." The Prize Legend determines the prize amount won.

(C) Price of tickets. The price of a ticket issued by the commission in game rule number nine hundred twenty shall be two dollars.

(D) Structure, nature and value of prize awards.

(1) There shall be one type of prize in game rule number nine hundred twenty called a "regular prize award."

(2) As used in this rule, "prize award" shall mean one of the following monetary figures which is the total of all winning prize values appearing on the ticket: two dollars, seven dollars, ten dollars, seventy-seven dollars, seven hundred seventy-seven dollars and seventeen thousand seven hundred

seventy-seven dollars. Each ticket in game rule number nine hundred twenty shall be imprinted in such a way that prize awards from the set listed above may be won.

(a) Holder of a valid winning ticket on which ten of the "Your Coordinates" matches ten of the "Game Grid" coordinates shall win a regular prize award of seventeen thousand seven hundred seventy-seven dollars;

(b) Holder of a valid winning ticket on which nine of the "Your Coordinates" matches nine of the "Game Grid" coordinates shall win a regular prize award of seven hundred seventy-seven dollars;

(c) Holder of a valid winning ticket on which eight of the "Your Coordinates" matches eight of the "Game Grid" coordinates shall win a regular prize award of seventy-seven dollars;

(d) Holder of a valid winning ticket on which seven of the "Your Coordinates" matches seven of the "Game Grid" coordinates shall win a regular prize award of ten dollars;

(e) Holder of a valid winning ticket on which six of the "Your Coordinates" matches six of the "Game Grid" coordinates shall win a regular prize award of seven dollars; and

(f) Holder of a valid winning ticket on which five of the "Your Coordinates" matches five of the "Game Grid" coordinates shall win a regular prize award of two dollars.

(E) Number of prize awards. The number of prize awards in any sales cycle of game rule number nine hundred twenty will depend upon the number of tickets sold during that cycle. Tickets shall be printed in accordance with this rule using random techniques in order that the following occur:

(1) Combinations winning each prize award are randomly distributed throughout the prize pool; and

(2) Mathematical reasoning indicates that the number of winning tickets per two hundred forty thousand tickets sold in the following prize categories should be as follows:

(a) Fifty-five thousand seven hundred fifty tickets winning two dollars once to win two dollars;

(b) Sixteen thousand tickets winning seven dollars once to win seven dollars;

(c) Two thousand five hundred tickets winning ten dollars once to win ten dollars;

(d) Seven hundred tickets winning seventy-seven dollars once to win seventy-seven dollars;

(e) Twenty-five tickets winning seven hundred seventy-seven dollars once to win seven hundred seventy-seven dollars; and

(f) One ticket winning seventeen thousand seven hundred seventy-seven dollars once to win seventeen thousand seven hundred seventy-seven dollars.

(F) Tickets sold. Chances of winning and the number of winning tickets are established at the start of the game number nine hundred twenty and at the time a ticket is purchased.

(G) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number nine hundred twenty shall be accomplished in a manner which complies with the commission's rules and procedures.

(2) When a ticket issued in game rule number nine hundred twenty is sold or deemed sold in accordance with this rule, the holder shall be deemed to have drawn the prize values and play symbol on that ticket which determine whether the holder is entitled to a regular prize award. A regular prize award shall be deemed announced on the date a ticket is purchased.

(H) Special claim, entry, receipt and validation procedures. The director shall establish special claim, entry, receipt and validation procedures, including procedures for validation by sales agents of tickets winning prize awards which are to be paid by sales agents in accordance with commission rules. For purposes of game rule nine hundred twenty, the close date for a ticket that is sold shall be the date the ticket is purchased. Prize awards shall be claimed within one hundred eighty days of the date that a ticket is purchased.

(I) Validity of tickets.

(1) A mechanical error in printing prize awards, symbols, words or other numbers on a ticket shall not automatically invalidate that ticket. To the extent feasible, the director shall establish procedures by which the holder of any ticket on which information is incorrectly printed due to mechanical malfunction may be advised of correct information for the ticket. If it is not technically feasible to recover the information from a mechanically misprinted ticket, the director may declare the ticket void and the holder shall be entitled to a return of the ticket price or a replacement ticket of comparable price.

(2) In addition to, but not in limitation of, all other power and authority conferred on the director by the commission's rules, the director may declare a ticket in game rule number nine hundred twenty void if it is stolen, unissued, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, reconstituted, miscut, defective, printed or produced in error or incomplete; or if the ticket fails any of the validation tests or procedures established by the director. The commission's liability and responsibility for a ticket declared void, if any, is limited to refund of the retail sales price of the ticket or issuance of a replacement ticket of comparable price.

(3) A ticket may not be canceled once the ticket is printed by the lottery terminal even if such ticket is printed in error.

(J) Director's conduct of game rule number nine hundred twenty.

(1) The director shall conduct game rule number nine hundred twenty and any promotions or drawings associated therewith in a manner consistent with the Lottery Act and the rules of the commission including, without limitation, this rule and the regulations of the director. As deemed necessary or advisable, the director shall adopt management regulations, orders or directives to implement and operate this lottery game and any promotions or drawings associated therewith. The director shall inform the public of the provisions of this rule and the procedures established pursuant hereto which affect the play of game rule number nine hundred twenty. The director reserves the right to declare any instant game as unavailable for sale at any time to maintain game integrity and accountability.

(2) Names and definitions of elements of game rule number nine hundred twenty used in this rule are to be considered generic terms used solely for purposes of this rule. In actual operation, game rule number nine hundred twenty and these elements may be given names or titles chosen by the commission.