

OFFICIAL “PALMETTO CASH 5” GAME RULES

The Official “Palmetto Cash 5” Game Rules are comprised of: (1) Act 59 of 2001; (2) the regulations adopted by the South Carolina Education Lottery Commission (SCEL); (3) any other matters adopted by SCEL; (4) the Software Functional Specification (“game specifications”); (5) the material presented in this document and (6) any practices or procedures utilized by SCEL, whether written or unwritten. The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed below. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time, but must be made in writing and signed by the Executive Director of SCEL, and shall only apply prospectively to games or draws made after the effective date of the change.

The Executive Director reserves the right to alter the beginning date referenced in paragraph 1 of Part I or to suspend sales at any time without amendment to these rules.

I. Palmetto Cash 5 Drawings

1. Unless SCEL directs otherwise, a drawing for the Palmetto Cash 5 numbers and a drawing for the Power-Up number shall be conducted each Monday, Tuesday, Wednesday, Thursday, and Friday between 6:59 p.m. and 7:00 p.m. Beginning with the week of June 2, 2009, the drawings will be held six (6) nights a week on Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday between 6:59 p.m. and 7:00 p.m. The drawings will be conducted in a manner prescribed by and under the supervision of SCEL Security personnel.

2. The winning numbers resulting from a given draw are the numbers authorized to be entered into the central gaming system by the independent auditor and are controlling as to validation of a ticket by SCEL or by a SCEL retailer. If an error occurs prior to the completion of the number entry process, SCEL may correct the error and authorize validations accordingly. To ensure the integrity of the central gaming system, once the number entry process is completed and validations are authorized, no correction or alteration to the central gaming system may occur.

3. Unless otherwise specified by the Executive Director, all Palmetto Cash 5 transactions will be suspended each draw day at 6:45 p.m. and will resume as soon as practicable after the draw. Claim validation should begin within thirty (30) minutes of each Palmetto Cash 5 draw break but may be earlier or later as determined by the Director of SCEL Security, or a designee, in consultation with the Director of Information Technology, or a designee.

II. Playing Palmetto Cash 5

1. A player pays \$1.00 per play for Palmetto Cash 5 and may pay another \$1.00 for the Power-Up multiplier option. A player may: (a) present a completed play slip as noted in paragraph 3 of this section; (b) choose to have a set(s) of numbers selected randomly by the central gaming system by marking the “Quick Pick” box on the play slip; or (c) ask the retailer to manually enter a “Quick Pick” or manually enter a player’s specific selections into the gaming terminal. The player will receive a printed ticket(s) with the selection(s) chosen by the player. The player is solely responsible for verifying the accuracy of the numbers and draw date(s) printed on the ticket whether the information was entered into the central gaming system by using a play slip or manually entered by the retailer. (PRINTED PALMETTO CASH 5 TICKETS CANNOT BE CANCELED [see paragraph 5].) The play slip is neither a valid receipt nor proof of purchase. The printed ticket is the only valid receipt for claiming a prize.

2. The Power-Up number is not selected by the player. This number is selected randomly from sixteen (16) balls designated in the following manner: eight balls are marked with the number 2, five are marked with the number 3, two are marked with the number 4, and one is marked with the number 5. The Executive Director, without amending these rules, may from time to time authorize a special promotion wherein the ball marked with a 5 is replaced with a ball bearing the number 6, 7, 8, 9 or 10. See Part III, paragraph 3.

3. A player may choose to play one to five panels on a single play slip by marking the necessary information on each panel. The player may also mark the box indicated on the play slip for the Power-Up option. Selection of the Power-Up feature will apply to each panel the player chooses to play with a corresponding charge for each panel. The player must select five (5) numbers from 1 to 38 in each panel played. One completed panel represents a play. (See paragraph 4 of this section for the multi-draw option.)

A player should make a heavy vertical mark in the appropriate boxes on each panel. Only blue or black ink or pencil should be used on the play slip. Red will **not** be accepted. If a player makes an error in number selection, the VOID box at the bottom of that panel should be marked or the player should use another play slip. A player should not erase any item selected on the play slip because the area erased may be read by the scanner. The risk of loss for any erasure or other errors rests solely with the player.

4. The multi-draw option should only be selected if the player intends to select the next draw and consecutive draw dates beyond the current draw cycle. The multi-draw option does not allow a player to skip a future draw. The multi-draw option may be selected on the play slip for up to forty (40) consecutive draws, inclusive of the current draw cycle. Selection of the Power-Up option on the play slip with multi-draws will add that feature to **all** of a player’s multi-draw selections. If a player cashes a multi-draw ticket with future draws remaining, the player must ensure that the retailer returns the reissued ticket to the player.

The initiation of sales of Palmetto Cash 5 after the conclusion a draw break for Palmetto Cash 5 is designated as the beginning of a new draw cycle.

5. The sales terminal will not acknowledge or process any transaction relating to Palmetto Cash 5 while sales for Palmetto Cash 5 are suspended during the draw break. PRINTED PALMETTO CASH 5 TICKETS CANNOT BE CANCELED.

6. If the player receives a damaged, mutilated or illegible ticket or if the sales terminal fails to produce a ticket, the retailer shall provide the player with a new ticket reflecting the player's original selection(s) or another play in the same amount of the original ticket as directed by the player. The retailer should retain the damaged ticket, if possible, and contact SCEL.

III. Prize Structure & Odds

1. The prize structure and odds for Palmetto Cash 5 are:

MATCHING NUMBERS	ODDS	PRIZES
All 5 of 5 numbers	1 in 501,942	\$100,000
Any 4 of 5 numbers	1 in 3,042.1	\$300
Any 3 of 5 numbers	1 in 95.1	\$5
Any 2 of 5 numbers	1 in 9.2	\$1
Overall Odds	1 in 8.4	

(Matching numbers can be in any order.)

2. If the Power-Up option is purchased and the play is a winner, subject to the liability limitations, the Palmetto Cash 5 prize will be increased in the following manner:

Power-Up Multiplier Prizes	x2	x3	x4	x5
	Prize won:	Prize won:	Prize won:	Prize won:
Match all 5 numbers	\$200,000	\$300,000	\$400,000	\$500,000
Match 4	\$600	\$900	\$1200	\$1500
Match 3	\$10	\$15	\$20	\$25
Match 2	\$2	\$3	\$4	\$5

[Please see Section V for liability limitations which may affect the top prize.]

Power-Up Multiplier odds will increase in the following manner:

Power-Up Multiplier Odds	x2	x3	x4	x5
	Odds are:	Odds are:	Odds are:	Odds are:
Match all 5 numbers	1 in 1,003,884	1 in 1,606,214	1 in 4,015,536	1 in 8,031,072
Match 4	1 in 6,084	1 in 9,735	1 in 24,337	1 in 48,673
Match 3	1 in 190	1 in 304	1 in 761	1 in 1,521
Match 2	1 in 18.4	1 in 29	1 in 74	1 in 147

3. The odds for the selection of the Power-Up number are:

Multiplier	Odds
5	1 in 16
4	1 in 8
3	5 in 16
2	1 in 2

IV. Claims

1. An on-line ticket is a bearer instrument and, as such, the player should treat the ticket as cash. SCEL is not responsible for lost or stolen on-line tickets. Players should fill in the claim information in the space provided on the reverse side of the ticket and sign the ticket immediately after the purchase. The individual presenting a ticket for validation is presumed to be the owner of the ticket, and SCEL assumes no liability for claims made by third parties.
2. A Palmetto Cash 5 claim in excess of One Hundred Thousand (\$100,000) Dollars must be presented in person at any of the SCEL Claims Centers. The Executive Director may alter this limit without notice or formal amendment to these rules. The risk of loss for any ticket and/or claim form mailed or sent by other means to SCEL remains with the player. Payment of a prize is subject to SCEL security, validation and eligibility requirements.
3. A ticket must be presented for validation within one hundred eighty (180) days after the date of the drawing for the Palmetto Cash 5 game in which the prize was won. The central gaming system will not validate a ticket after one hundred eighty days from the date of the draw for a Palmetto Cash 5 game ticket and a prize will not be paid for any such ticket.
4. Taxes and other withholdings will be deducted from a winner's proceeds as required by law, and the winner is solely responsible for his or her tax liability. A winner's actual tax liability will depend exclusively on the winner's other income and deductions; withholdings may or may not cover sums ultimately due.

V. Aggregate Payout Liability Limits

1. Power-Up Option not selected:

There is an aggregate payout liability limit of One Million (\$1,000,000) Dollars per draw on any set of numbers qualifying for a top-tier prize of One Hundred Thousand (\$100,000) Dollars. If the number of winning plays exceeds ten (10), then the prize awarded for each play shall be limited to a proportionate share of the One Million (\$1,000,000) Dollars.

2. Power-Up Option selected:

There is a separate aggregate payout liability limit of Two and One Half Million (\$2,500,000) Dollars per draw on any set of numbers qualifying for a top tier prize in excess of One Hundred Thousand (\$100,000) Dollars. If the sum of the top prizes from the winning plays exceeds Two and One Half Million (\$2,500,000) Dollars, then the prize awarded for each play shall be limited to a proportionate share of the Two and One Half Million (\$2,500,000) Dollars.

3. When either aggregate payout liability limit is triggered (See Paragraph 1 or 2 of this section), each winning play, as recorded by the central gaming system, shall yield a prize equal to the proportionate share irrespective of whether all winning plays are presented within the time period allowed for presentment of a claim. Unpaid prizes remaining after the claim period will be transferred to be used for educational purposes as provided by law.

4. The aggregate payout liability limits contained in Paragraphs 1 and 2 of this section may be increased or decreased by the Executive Director without notice or formal amendment to these rules.

VI. General Provisions Applicable to Retailers

The Executive Director, as authorized by the Commission, may from time to time, as he deems appropriate, implement a sales incentive program for licensed lottery retailers. These incentives may be changed, eliminated or withheld at any time without amendment to these rules.

/s/ Ernie Passailaigue
Ernie Passailaigue, Executive Director

June 4, 2009
Date