

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

- A. The purpose of Carolina Pick 3 is to generate revenue for the NCEL and ultimately, education programs in North Carolina through the operation of a specially-designed lottery game that will award prizes to ticket holders matching specified combinations of numbers randomly selected in twice daily drawings.
- B. During each Carolina Pick 3 drawing, a set of three (3) single-digit numbers between 0 and 9 will be selected.
- C. The sale and/or purchase of Carolina Pick 3 tickets may be conducted only at such locations as the Executive Director shall contract with and/or license and must comply with all governing laws, policies, and rules of the NCEL.
- D. Ticket Price
- Official Carolina Pick 3 tickets may be purchased for 50¢ or \$1.00, per Play, depending on the play type, or multiples thereof in the case of an Advance or Multi-draw wager.
1. Fireball is an optional play type that can be added to each Carolina Pick 3 play and purchased for the amount equal to the price of the base play, or multiples thereof in the case of a multi-draw wager, at the discretion of the player.
 2. Subject to the laws and regulations governing the NCEL, Retailers may authorize sale of Official Carolina Pick 3 Tickets at a discount for promotional purposes provided that such discounted sales shall be reported to the NCEL at full gross sales value.
- E. Official Carolina Pick 3 Ticket
- A game ticket, produced on official paper stock by a NCEL Retailer or NCEL Office in an authorized manner, bearing player or computer selected numbers, game name, drawing date, amount of wager and validation data or is a properly and validly registered ticketless transaction play via the NCEL Online Play System, in compliance with NCEL rules and regulations governing Online Play purchases.
- F. Play Characteristics and Restrictions
1. Players may submit a manually completed Carolina Pick 3 Play Slip to a Retailer or NCEL Office for the computer terminal to produce an Official Carolina Pick 3 ticket with the selection as requested on the Play Slip. The player may select the drawing time(s) by marking the Play Slip in the appropriate box for "Day," "Eve" or "Both." The use of mechanical, electronic, computer generated or any other non-manual method of marking Play Slips is prohibited. Carolina Pick 3 Play Slips shall be available at no cost to the player and shall have no pecuniary or prize value, nor constitute evidence of purchase or number selections.

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

2. Players may verbally convey their selections, including the time of drawing, to a Retailer or NCEL Office to have an Official Carolina Pick 3 ticket produced, and such selections shall be manually entered into the computer terminal by the Retailer or NCEL Office.
3. Players may utilize the NCEL's player operated sales terminals/self-service terminals, where available, for the purchase of Official Carolina Pick 3 Tickets, and may make number selections by inserting a completed Carolina Pick 3 Play Slip, where available, into the player operated sales/self-service terminal's optical mark reader or selecting a Quick Pick option.
4. Players may purchase Pick 3 through the official NCEL Online Play System via the Internet in compliance with NCEL rules and regulations and Terms of Service governing Online Play purchases (www.nclottery.com/terms).
5. It shall be the sole responsibility of the player to verify the accuracy and condition of the data, including the time of drawing, printed on the Official Carolina Pick 3 ticket at the time of purchase or, for Online Play purchases, verify the accuracy of their purchase via the NCEL official Online Play System prior to finalizing each purchase.
6. Official Carolina Pick 3 tickets may be canceled on the terminal by the Retailer that issued the Ticket within fifteen (15) minutes of its purchase or the amount of time remaining before the draw break, whichever is the lesser amount of time. Tickets purchased via the Online Play system cannot be canceled.
7. If no draw time selection is made on the Play Slip, each Play selected will be for the next scheduled drawing. For Advance Play or Multi-Draw options, the number of drawings selected shall correspond to the next scheduled drawings.
8. Limitations of prize liability. If the total prize liabilities for any number in combination of all types of Plays exceed a pre-determined limit, as established by the NCEL, then no further wagers on that number shall be accepted for that drawing. Such liability limit may be modified, from time to time, at the sole discretion of the NCEL.
9. The NCEL shall not be responsible for lost or stolen Official Carolina Pick 3 Tickets.

G. Multi-Draw

Players may enter multiple drawings of Carolina Pick 3. Multi-Draw will be subject to the policies, procedures and rules established by the NCEL and the following parameters and restrictions:

1. The maximum number of consecutive drawings a player may enter using the Multi-Draw feature is seven (7) for the "Day" and "Eve" drawings, including the current draw. A player has the option to select up to the maximum drawings for both "Day" and "Eve" drawings.
2. In the event the Executive Director authorizes a change for Carolina Pick 3, Multi-Draw tickets will be honored. Prior to introducing a change, if necessary, the NCEL will

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

incorporate a Multi-Draw step down feature that will reduce the Multi-Draw option from the maximum number of consecutive drawings to zero (0). The players, however, will not be granted a refund for the balance of plays on their Multi-Draw Purchase.

3. The Multi-draw option may be purchased for an additional 50¢ or \$1.00, per play per draw, or multiples thereof, at the discretion of the player.

H. Advance Play

Players may purchase tickets for specific future drawings of Carolina Pick 3, excluding the current drawing. Advance Play will be subject to the policies, procedures and rules established by the NCEL and the following parameters and restrictions. Advance Play is not available for tickets purchased via the Online Play system.

1. The maximum number of future drawings a player may enter using the Advance Play feature is six (6), excluding the current draw, commencing with the next scheduled drawing following the purchase, regardless of the player's selection for "Day," "Eve" or both drawings.
2. In the event the Executive Director authorizes a change for Carolina Pick 3, Advance Play tickets will be honored. Prior to introducing a change, if necessary, the NCEL will incorporate an Advance Play step down feature that will reduce the Advance Play option from the maximum number of future drawings to zero (0). The players, however, will not be granted a refund for the balance of plays on their Advance Play Purchase.
3. The Advance Play option may be purchased for an additional 50¢ or \$1.00, per play per draw, or multiples thereof, at the discretion of the player.

I. Time of Drawing

Carolina Pick 3 drawings shall be conducted seven (7) days per week, twice daily.

- a. Day – day drawing conducted at 3:00 p.m. (E.T.)
- b. Eve – evening drawing conducted at 11:22 p.m. (E.T.)
- c. Both – encompasses both day and evening drawings, but not necessarily on the same day.
- d. Draw times are subject to change at the discretion of the NCEL.

J. Carolina Pick 3 Defined

1. A Play is defined as a set of two (2) or three (3) single-digit number selection for a specific draw, for a specific amount and a specific play type.

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

2. Drawing Methods: Carolina Pick 3 digits may be selected via drawing machines that draw numbered balls or via certified random number generator (“RNG”), which is a computer program that is certified by an independent third party to randomly select drawing numbers.
3. Play types are as follows:
 - a. Exact- the player’s set of three (3) single-digit numbers must match the winning three (3) single-digit numbers in the exact order drawn. For a drawing machine that draws numbered balls, draw order is defined as the final resting position of the balls as they appear from the front of the drawing machine from left to right. For a certified RNG, draw order is defined as the order of the single-digit numbers drawn from first to third.
 - b. Any- the player’s set of three (3) single-digit numbers must match the winning three (3) single-digit numbers in any order drawn.
 - i. 3-Way- a set of three (3) single-digit numbers with two digits that are the same.
 - ii. 6-Way- a set of three (3) single-digit numbers with three unique digits.
 - c. 50/50- includes an Exact and Any play type on a single play. The player can either match their set of three (3) single-digit numbers in exact order or any order to the numbers drawn. A \$1.00 50/50 play is the only option available, and consists of a 0.50¢ Exact + 0.50¢ Any play.
 - i. 3-Way- a set of three (3) single-digit numbers with two digits that are the same.
 - ii. 6-Way- a set of three (3) single-digit numbers with three unique digits.
 - d. Combo- plays all possible unique Exact order combinations of the player’s set of three (3) single-digit numbers on one ticket. A 3-way play costs \$1.50 or \$3.00 and a 6-Way play costs \$3 or \$6.
 - i. 3-Way- a set of three (3) single-digit numbers with two digits that are the same.
 - ii. 6-Way- a set of three (3) single-digit numbers with three unique digits.
 - e. Front Pair – a set of two (2) single-digit numbers, specified by the player, to match in exact order to the first two (2) single-digit numbers selected in the applicable drawing.

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

- f. Back Pair – a set of two (2) single-digit numbers, specified by the player, to match in exact order to the last two (2) single-digit numbers selected in the applicable drawing.

K. Fireball Add-on

Fireball is an optional add-on purchase that gives players more chances to win. An additional fourth (4th) number (the Fireball) is drawn after the three (3) base Pick 3 Game numbers are drawn. Players can use the FIREBALL number to replace any one (1) of the base numbers to create one (1) or more additional number combinations. All FIREBALL prizes are in addition to and separate from the base Pick 3 Game Play (meaning, for example, you win twice if you matched all three (3) numbers on the base Pick 3 Game and the FIREBALL number is the same as one of the base Pick 3 Game numbers). FIREBALL cannot be played independently of the Pick 3 Game. Adding Fireball to a ticket doubles the cost of that ticket. Refer to the Prize structure for FIREBALL Prize amounts and odds.

L. Carolina Pick 3 Prize Structure

- The following table sets forth the probability of winning and the probable distribution of winners in and among each prize category, based upon the total number of possible combinations in Carolina Pick 3:

Play Type			Prize Amount for 50¢ Play	Prize Amount for \$1.00 Play	Odds 1 in:
Exact			\$250	\$500	1,000
Any		3-Way	\$80	\$160	333.33
		6-Way	\$40	\$80	166.67
50/50	Exact	3-Way	n/a	\$330	1,000
	Any	3-Way	n/a	\$80	333.33
	Exact	6-Way	n/a	\$290	1,000
	Any	6-Way	n/a	\$40	166.67
Combo		3-Way	\$250	\$500	333.33
		6-Way	\$250	\$500	166.67
Pair		Front	\$25	\$50	100
		Back	\$25	\$50	100

Carolina Pick 3 Fireball Prize Structure

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

The following table sets forth the probability of winning Fireball and the probable distribution of winners in and among each prize category, based upon the total number of possible combinations in Carolina Pick 3:

PICK 3 Play Type	FIREBALL			
	Wins	Odds	Prize Amounts	
EXACT ORDER			50¢ Play	\$1 Play
3 different numbers	1 Win	1:333	\$90	\$180
2 like numbers and 1 different number	2 Wins 1 Win	1:10,000 1:357	\$180 \$90	\$360 \$180
3 like numbers	3 Wins 1 Win	1:10,000 1:370	\$270 \$90	\$540 \$180
ANY ORDER			50¢ Play	\$1 Play
3-WAY 2 like numbers and 1 different number	3 Wins 2 Wins 1 Win	1:10,000 1:1,667 1:133	\$90 \$60 \$30	\$180 \$120 \$60
6-WAY 3 different number	2 Wins 1 Win	1:556 1:69	\$30 \$15	\$60 \$30
50/50 (EXACT/ANY ORDER)				\$1 Play
3-WAY 2 of the 3 digits are the same	2 Wins 3 Wins 2 Wins 2 Wins 1 Win 1 Win	2 Wins 1 Win 1 Win 0 Wins 1 Win 0 Wins	1:10,000 1:10,000 1:5,000 1:3,333 1:400 1:200	\$240 \$180 \$150 \$60 \$120 \$30

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

6-WAY 3 different digits	2 Wins 1 Win 2 Wins 1 Win	1 Win 1 Win 0 Wins 0 Wins	1:1,677 1:417 1:833 1:83	\$120 \$105 \$30 \$15
COMBO \$3 (a 3-way) to \$6 (a 6-way) depending on the numbers played.			\$1.50 Play	\$3 Play
3-WAY 2 like numbers and 1 different number	3 Wins 2 Wins 1 Win	1:10,000 1:1,667 1:133	\$270 \$180 \$90	\$540 \$360 \$180
			\$3 Play	\$6 Play
6-WAY 3 different numbers	2 Wins 1 Win	1:556 1:69	\$180 \$90	\$360 \$180
PAIR			50¢ Play	\$1 Play
Front Pair and Back Pair With 2 Numbers the Same	3 Wins 1 Win	1:1,000 1:37	\$27 \$9	\$54 \$18
Front Pair and Back Pair With 2 Numbers Different	2 Wins 1 Win	1:500 1:38	\$18 \$9	\$36 \$18

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04B – CAROLINA PICK 3 GAME RULES

M. Procedure for Claiming and Payment of Prizes

1. Claimants of a winning Official Carolina Pick 3 ticket must comply with all prize claim requirements of the NCEL and, if applicable, NCEL Online Play Terms of Service.
2. Prizes must be claimed within 180 days from the drawing date. In order to be considered claimed, the ticket and, if applicable, claim form must be received by the end of the business day (ET), as posted by the NCEL, on the 180th calendar day from the drawing date. If the 180th calendar day falls on a day which the NCEL is not open for business, the ticket must be claimed by the end of the NCEL's next business day. The risk of loss or late delivery of a claim package submitted by mail or another carrier remains with the player. Post marks shall not constitute satisfaction of the 180-day requirement.
3. Paper Tickets
 - a. All prizes less than \$600 may be claimed at Lottery retailers, the NCEL's Regional or Claim offices, NCEL Headquarters or via mail addressed to the North Carolina Education Lottery at P.O. Box 41606, Raleigh, NC 27629-1606.
 - b. Prizes \$600 up to and including \$99,999 must be claimed at NCEL's Headquarters, a Regional Office or via mail addressed to the North Carolina Education Lottery at P.O. Box 41606, Raleigh, NC 27629-1606.
 - c. Prizes of \$100,000 or more must be claimed in person at NCEL Headquarters.
4. Online Play System Tickets - pursuant to the claims process as more thoroughly detailed in the NCEL Online Play Terms of Service (www.nclottery.com/terms):
 - Prizes of less than \$600 are automatically deposited into the winner's account
 - Prizes of \$600 up to and including \$99,999 must be claimed online
 - Prizes of \$100,000 or more must be claimed in person at NCEL Headquarters, but winners will be directed to start their claims online.

N. Governing Law

In purchasing a ticket issued for Carolina Pick 3, the player agrees to comply with, abide by, and be bound by all applicable North Carolina laws, all applicable administrative rules and regulations, all policies and procedures established by the NCEL, the NCEL Online Play Terms of Service, and all final decisions of the NCEL.