

# **ARKANSAS LOTTERY COMMISSION**

## **RULES FOR PROGRESSIVE FAST PLAY GAMES**

### **A. General Provision**

1. The Rules for Progressive Fast Play Games are comprised of (1) the Arkansas Scholarship Lottery Act; (2) the Arkansas Lottery Commission (ALC) Operational Rules; (3) the ALC Rules for Claims in Contract or Tort; (4) the Rules for Fast Play Games and (5) the Rules for Progressive Fast Play Games. 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.
2. These rules may be amended at the ALC's discretion.

### **B. Ticket Purchases**

1. The price of each play and number of price points available may vary based on the game. For example: AR Jackpot Progressive Fast Play tickets may be purchased at three (3) different price points: one dollar (\$1.00); two dollars (\$2.00); or five dollars (\$5.00) per ticket.
2. Progressive Fast Play games are terminal-generated games printed at a retailer location at which time the player learns instantly whether he or she has won. There are no drawings for Progressive Fast Play.
3. Plays may print on separate tickets or be combined; depending on the game and number of plays requested by the player.
4. The theme, play style, how to win, prizes available, and odds of the Progressive Fast Play game(s) available will change from time to time. Play instructions and odds are included on the printed ticket.
5. The player determines if the ticket is a winner by following the printed game instructions on the ticket. For example: In AR Jackpot Progressive Fast Play a player wins the corresponding prize shown in the Prize Legend by matching three (3) like symbols out of five (5) symbols in a single LINE across. The required number, combination and layout of winning symbols may vary by game. The play grid, play style, winning pattern, and jackpot starting level may vary by game. Tickets may be validated immediately.
6. The Progressive Fast Play ticket game description; play instructions; price point(s); play pattern(s); prize(s); and jackpot percentage(s) may vary. For example, in the AR Jackpot Progressive Fast Play Game –
  - a. The one dollar (\$1.00) play is equal to five (5) ROWS; a maximum of five (5) wins per ticket; and a 20% share of the Jackpot.

- b. The two dollars (\$2.00) play is equal to ten (10) ROWS; a maximum of ten (10) wins per ticket; and a 40% share of the Jackpot.
  - c. The five dollars (\$5.00) play is equal to fifteen (15) ROWS; a maximum of fifteen (15) wins per ticket; and a 100% share of the Jackpot.
- 7. Starting Progressive Fast Play Game Jackpots may vary. For example, the AR Jackpot game starts at one thousand dollars (\$1,000.00). All Progressive Fast Play Jackpots grow with each game ticket sold. All Progressive Fast Play Jackpot prize amounts are based on ticket purchase price (percentage of prize) and actual Jackpot amount.
- 8. The current Jackpot will be displayed on the Progressive Fast Play ticket. Current Jackpot Totals will be available at ASL retail locations.
- 9. Tickets cannot be canceled.
- 10. The PRIZE LEGEND for Progressive Fast Play will be printed on the game ticket.
- 11. If the player receives a damaged or illegible ticket or if the terminal fails to produce a ticket, the retailer shall provide the player with a new ticket. The retailer should retain the damaged ticket, if possible, and contact ALC.

#### **C. Claim Procedures**

- 1. All winnings on a ticket are totaled.
- 2. Prizes of five hundred dollars (\$500.00) or less can be claimed at any ALC retailer or claim center.
- 3. Prizes over five hundred dollars (\$500.00) must be claimed at an ALC claim center.
- 4. Prize claims may be mailed to ALC, P.O. Box 3838, Little Rock, AR 72203. Prize claims must include a completed ALC claim form.
- 5. All prizes are subject to all applicable taxes and debt setoff. A prizewinner's ultimate tax liability will depend exclusively upon the winner's other personal income and deductions.

#### **D. Claim Period and Ticket Responsibility**

- 1. All prizes must be claimed within one hundred eighty (180) days of the date the ticket was printed. Any prize not claimed within that period and in the manner specified above will be forfeited.
- 2. A ticket is a bearer instrument. 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 ALC assumes no liability for claims made by third parties.

3. The player bears the risk of loss and the sole responsibility to verify that the purchase requested has been received. The player should check the time stamp on the Fast Play ticket to confirm that the printed date and time of purchase correspond to the actual date and time of purchase.
4. A terminal receipt shall not constitute evidence of ticket purchase. The printed ticket is the only valid receipt for claiming a prize.
5. ALC will not be responsible for lost or stolen tickets or for tickets lost in the mail, mailed to an incorrect address, or mailed to an address other than the address specified by ALC to receive prize claims.
6. ALC will not be responsible for tickets claimed by a player in error for a lower prize at a retailer.