

SOUTH DAKOTA LOTTERY DRAWING GUIDELINES

Play It Again – All \$2 and \$3 Games – “Lucky Leap” – February 2016

I. PURPOSE

These drawing guidelines have been prepared to ensure the prize awarded for the Play It Again “\$2-\$3 Lucky Leap” promotion is determined as impartially and randomly as possible and that the integrity of the South Dakota Lottery is maintained at all times.

The Executive Director of the South Dakota Lottery reserves the right to change and supersede any outlined procedures to handle unforeseen circumstances.

II. GENERAL

- A. The Play It Again “\$2-\$3 Lucky Leap” promotion is a second chance drawing in which South Dakota Lottery Players Club members can enter non-winning scratch tickets for a chance to win a \$30,000 grand prize.
- B. To be eligible for the drawing, the entrant must be a member of the Players Club.
- C. To become eligible for the drawing, players must enter a non-winning scratch ticket for any \$2 or \$3 scratch ticket game actively being sold between the dates indicated below that has not previously been entered for any other Lottery drawing by accessing the Play It Again webpage through the Players Club website at <http://lottery.sd.gov/players/login/>. Each \$2 ticket will receive two entries and each \$3 ticket will receive three entries. Entries will be accepted beginning on Aug. 29, 2015 until the entry cutoff time of Feb. 27, 2016 at midnight CST.
- D. The grand prize winner of the Play It Again “\$2-\$3 Lucky Leap” promotion will be determined at a publicly held drawing at the Pierre Lottery office in accordance with SDCL Chapter 42-7A, Lottery administrative rules, and these Play It Again “\$2-\$3 Lucky Leap” Drawing Guidelines. The Executive Director shall have the discretion to alter the date, time and location of the Prize Drawing. The odds of an entrant being selected as a Play It Again “\$2-\$3 Lucky Leap” Drawing winner will be determined by the number of entries submitted.
- E. One (1) Grand Prize Winner and 5 alternates will be randomly selected during the grand prize drawing. The Grand Prize Winner will have 30 days from the date they are notified of their win to submit their completed prize claim form to receive their prize; should that deadline not be met, the prize will revert to the next alternate.

- F. Mini-drawings for lesser cash and merchandise prizes may be held during the course of the promotion, following the same procedures and eligibility requirements as specified for the grand prize drawing in these drawing guidelines. Entry deadlines, prize information, number of winners to be drawn and the date, time and location of the Mini-Drawing will be announced through the Lottery website, social media platforms and Players Club correspondence. The Executive Director shall have the discretion to alter the date, time and location of the Mini-Drawing. Winners of Mini-Drawing prizes retain their eligibility to win the \$30,000 grand prize in the Play It Again “\$2-\$3 Lucky Leap” promotion.
- G. Should the security and integrity of the Play It Again webpage be comprised by technological intrusion or other like actions, the promotion will be suspended until such time as said security has been reinstated and verified.

III. RESPONSIBILITIES

A. DRAWING MANAGER - The Drawing Manager shall:

1. Serve as official Drawer for the selection of the one Grand Prize Winner and 5 alternates.
2. Compile materials necessary to conduct the drawing (drawing certifications, drawing checklist, winner form, DVR, and CDs).
3. With the Drawing Security Officer, prepare the drawing site.
4. With the Drawing Auditor and Drawing Security Officer, examine the MUSL Quantum Vision Random Number Generator (RNG) thirty (30) minutes prior to the commencement of the drawing and within thirty (30) minutes after the drawing.
5. Explain the Play It Again “\$2-\$3 Lucky Leap” Drawing procedures to the public.
6. Conduct the drawing in accordance with these Drawing Guidelines.
7. Compile a list showing the winning entrant and alternate entrants from the drawing.
8. Along with the Drawing Security Officer, secure an electronic copy of all tickets entered from BIT (Bureau of Information and Telecommunications) before the official drawing to retain with the official drawing documents.

B. DRAWING SECURITY OFFICER - The Drawing Security Officer shall:

1. Arrange for an Auditor to be present at the drawing.
2. With the Drawing Manager, prepare the drawing site.
3. With the Drawing Auditor and Drawing Manager, examine the MUSL Quantum Vision Random Number Generator (RNG) thirty (30) minutes prior to the commencement of the drawing and within thirty (30) minutes after the drawing.
4. Maintain physical security over the drawing site during the drawing.
5. Verify that the DVR is functioning properly.
6. Ensure that the drawing is recorded in its entirety and that after the drawing the recording is secured in a safe place.
7. Participate in the drawing as described in these Drawing Guidelines.
8. Validate the entry to make sure it is a valid entry before the winner is declared.
9. Along with the Drawing Manager, secure an electronic copy of all tickets entered from BIT before the official drawing to retain with the official drawing documents.

C. DRAWING AUDITOR - The Drawing Auditor shall:

1. Observe all aspects of the drawing and oversee, to a practical extent, that all rules, regulations and procedures are followed. In the event a rule, regulation or procedure is not followed, the Drawing Auditor shall bring it to the attention of the Drawing Manager.
2. With the Drawing Manager and Drawing Security Officer, examine the MUSL Quantum Vision Random Number Generator (RNG) thirty (30) minutes prior to the commencement of the drawing and within thirty (30) minutes after the drawing.
3. Verify the names and numbers of the winner and alternates with the numbers chosen by the random number generator and the list provided with BIT coincide. Ticket validation will be verified through the Scientific Games International Keyed Dual Security program.
4. Forward the Drawing Auditor's report to the Drawing Manager and send a copy to the Executive Director within four (4) working days following the scheduled drawing.

D. DRAWER - The Drawing Drawer:

1. Must be at least eighteen years of age.
2. May be an employee of the South Dakota Lottery and may be the Drawing Manager.
3. Must draw the winning entries in accordance with these drawing guidelines.

IV. ELIGIBILITY REQUIREMENTS

- A. Entrants must be at least eighteen (18) years old to participate and win a prize.
- B. Persons may enter up to 40 \$3 tickets and 60 \$2 tickets per day on the Play It Again webpage. Each ticket may only be entered once. An attempt to submit an entry that has already been submitted will generate an error message informing the player that the entry has already been submitted and may not be resubmitted. The eligibility of the winning entry shall be determined by the Lottery after the drawing through a verification process. In the unlikely event of duplicate winning entries, the Lottery shall employ investigative measures to determine by activation, sell and entry date of ticket, and other verifiable means the validity of the entries to declare a single winning entry.
- C. Participation shall be limited to persons whose eligible entries are received on the Play It Again webpage by Feb. 27, 2016 at midnight CST.
- D. The South Dakota Lottery will not be responsible for data entry errors from the entrants. The risk of loss for the electronic misdelivery, late delivery or failure of receipt for ticket information entered electronically in the promotion remains with the entrant, regardless of the cause of transmission failure.
- E. Entries are ineligible if:
 1. The Lottery is unable to determine the owner of the entry.
 2. Is received after the ending entry date.
 3. Any ticket is shown to be of stolen status, unissued, counterfeit in whole or in part, mis-registered, defective, printed or produced in error, multiple printed, or fails any of the Lottery's confidential validation tests.

V. METHOD OF PROCESSING ENTRIES

- A. All entries must be received through the Play It Again webpage accessed through the Players Club website at <http://lottery.sd.gov/players/login/>. Once an entry has been successfully submitted into a Play It Again promotion, it is no longer eligible to be entered into any other Play It Again promotion.
- B. Entries received via internet will be secured in a database maintained by BIT (Bureau of Information and Telecommunications) and Lottery personnel for the purpose of conducting the drawing or obtaining information necessary to assist drawing entrants. BIT provides a number of internal security measures to ensure that online entries are secure. Data collected in the course of the promotion is stored on secure servers within a guarded limited access hosting facility and access to data is protected by a variety of security products. The Director of Security and Video Lottery for the South Dakota Lottery has been made aware of these security procedures and has deemed them acceptable for the purposes of this drawing.
- C. Internet entries are processed 24 hours a day, seven days a week, from the date and time the promotion begins until the final deadline of the final drawing for which entries are eligible to be submitted. Each entry record contains a date stamp to indicate when it was submitted by the entrant.
- D. Each internet entry will be validated by Lottery Security, if selected.
- E. All internet-generated entries are retained in the entry database for the duration of the promotion, regardless of whether or not they are selected in the drawing, to ensure that any entry cannot be submitted more than one time during the course of the promotion.

VI. DRAWING PROCEDURES

- A. The Drawing Manager, Drawing Security Officer, and Drawing Auditor shall conduct the Play It Again “\$2-\$3 Lucky Leap” Prize Drawing from all the eligible entries.
- B. The Drawing Manager, in the presence of the Drawing Security Officer and the Drawing Auditor, shall conduct the drawing using the following process:

- Check Seals on the RNG Draw Machines
- The Drawing Auditor selects “A” or “B” RNG Draw Machine
- Boot up chosen RNG Draw Machine
- Drawing Manager Logs in to RNG Draw Machine
- Enter Name of Drawing Security Manager
- Enter Game Parameters

_____ Pick Special Draw
_____ # of Entries (as provided by Drawing Security Manager)
_____ # of Winners - 6 (1 Winner and 5 alternates)
_____ Prize – \$30,000

- Enter Auditor Name
- Perform Self-Test on RNG Draw Machine
- Pick Draw

_____ Proceed with Yes
_____ Record numbers of Winner and alternates
Winner # _____
1st Alternate # _____
2nd Alternate # _____
3rd Alternate # _____
4th Alternate # _____
5th Alternate # _____

If a valid winner is not verified after the first 6 entries, the Lottery will continue to work through the list in the order provided on the printed report from the RNG Draw Machine until a valid non-winning entry is verified. Entry verification will be processed through Scientific Games International Keyed Dual Security program by the Security Department.

- Print Report
- Log off RNG Draw Machine

The Drawing Security Officer shall match the winning entry selected by the RNG to the entry corresponding number from the list of entrants from the LT08 database. The Drawing Security Officer shall then match the next five (5) alternate winning entries to be used in the event that the unofficial winning entry is declared ineligible, that Lottery officials are unable to locate the winning player, or that any of the winners are unable to collect the prize. If a valid winner is not verified after the first 6 entries, the Lottery will continue to work through the list in the order provided on the printed report from the RNG Draw Machine until a valid non-winning entry is verified.

- C. The Drawing Security Officer shall record the Play It Again "\$2-\$3 Lucky Leap" Prize winner's name onto an official results form, which will then be copied and the copy given to the Director of Advertising and Public Relations immediately following the conclusion of the drawing.
- D. The Drawing Manager, by 5 p.m. CT of the second working day following the completion of the Play It Again "\$2-\$3 Lucky Leap" Drawing, shall file with the Executive Director a list of the winners and alternates drawn and the following certifications:
 - 1. Certification by the Drawing Manager that the Play It Again "\$2-\$3 Lucky Leap" Drawing was conducted in compliance with SDCL Chapter 42-7A, Lottery administrative rules and these Drawing Guidelines.
 - 2. Certification by the Drawing Auditor, to the practical extent, that the procedures established in these Drawing Guidelines have been followed and the Play It Again "\$2-\$3 Lucky Leap" Drawing was conducted in compliance with SDCL Chapter 42-7A, Lottery administrative rules and these Drawing Guidelines.

VII. STORAGE, TRANSPORTATION AND SECURITY OF DRAWING EQUIPMENT

- A. When not in use, the drawing equipment shall be kept in a secured area.
- B. When not in the secured area, the drawing equipment shall be under the control of Lottery security personnel.
- C. Drawing equipment will be moved, serviced, or otherwise handled only by those persons authorized by the Director of Security and Video Lottery or designee.

**Approval of Entry and Drawing Rules for
South Dakota Lottery Play It Again "\$2-\$3 Lucky Leap" Promotion**

We attest that we have reviewed these Play It Again "\$2-\$3 Lucky Leap" Drawing Rules, and approve of their issuance as shown in this document.

Norman Lingle, Executive Director, South Dakota Lottery

Date

Robyn Seibel, Director of Security, South Dakota Lottery

Date

**Appointment of Drawing Personnel for
South Dakota Lottery Play It Again “\$2-\$3 Lucky Leap” Drawing**

I, Norman Lingle, Executive Director of the South Dakota Lottery, hereby appoint **Ron Leidholt** as the Drawing Manager and **Robyn Seibel** as the Drawing Security Officer for the South Dakota Lottery Play It Again “\$2-\$3 Lucky Leap” Drawing to be held Feb. 29, 2016 in the Pierre Lottery office at 711 E. Wells Avenue, Pierre, SD.

Norman Lingle, Executive Director, South Dakota Lottery

Date

***Drawing Manager's Certification of Compliance for
South Dakota Lottery Play It Again "\$2-\$3 Lucky Leap" Drawing***

With SDCL 42-7A, ARSD Title 48 and the South Dakota Lottery's Guidelines
for the Play It Again "\$2-\$3 Lucky Leap" Drawing.

The undersigned Drawing Manager hereby certifies that the Play It Again "\$2-\$3 Lucky Leap" Drawing conducted on Feb. 29, 2016 was conducted in compliance with the provisions of SDCL 42-7A, ARSD Title 48 and the South Dakota Lottery's rules for the Play It Again "\$2-\$3 Lucky Leap" Drawing.

The approximate total number of entries available for this drawing was _____.

Drawing Manager _____ Date _____

Attested before:

Drawing Auditor _____ Date _____

**Certification of Drawing Equipment for
South Dakota Lottery Play It Again "\$2-\$3 Lucky Leap" Drawing**

I attest that I examined and tested the RNG thirty (30) minutes prior to commencement of the drawing and within thirty (30) minutes after the drawing and found the equipment to be in proper working order.

Drawing Security Officer _____ Date _____

Drawing Manager _____ Date _____

Drawing Auditor _____ Date _____

**Official Results Form (1 Grand Prize Winner) for
South Dakota Lottery Play It Again "\$2-\$3 Lucky Leap" Drawing
Feb. 29, 2016**

On Feb. 29, 2016, the Play It Again "\$2-\$3 Lucky Leap" Drawing was performed at the Pierre Lottery office according to SDCL 42-7A, ARSD Title 48 and the South Dakota Lottery's rules for the Play It Again "\$2-\$3 Lucky Leap" Drawing.

The Grand Prize winner drawn is:

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

**Official Results Form (Alternates) for
South Dakota Lottery Play It Again "\$2-\$3 Lucky Leap" Drawing
Feb. 29, 2016**

The alternates drawn are:

1. Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

2. Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

3. Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

4. Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

5. Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____