

ARKANSAS LOTTERY COMMISSION

CASH 4 RULES

A. General Provision

1. The Cash 4 Game Rules 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; and (4) the Cash 4 Rules. 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 a ticket is determined by the number of plays, number of draws, play type, and wager amount selected by the player.
2. Plays can be entered manually by a retailer using the online terminal or through the use of an ALC-issued playslip.
3. Ticket sales will be suspended prior to the Midday draw at 12:55 p.m. CT and prior to the Evening draw at 6:55 p.m. CT. Sales will resume as soon as practicable after the draw.
4. Each possible number combination has a liability (potential total payout) limit per draw. When the liability limit for a combination of numbers is reached, the selection of that combination will be closed for that draw. No wager will be allowed by the terminal that would cause the liability for that number to exceed the liability limit. The liability limit may be modified at the sole discretion of ALC.

C. Cancellation

1. A Cash 4 ticket may be canceled by the retailer that sold the ticket within twenty (20) minutes of purchase. However, a retailer may not cancel a ticket after play has been suspended for that draw. A ticket must be inserted into the terminal playslip reader to be properly branded and canceled. Promotional tickets cannot be canceled.
2. Upon cancellation and proper branding of the ticket, the retailer must refund the full face value of the ticket to the player and must not charge the player any fee for the cancellation.
3. The time designated for suspension of sales and the time limit for canceling a ticket are controlled by the clock of the central gaming system to which terminals are

connected. During suspension of play and after twenty (20) minutes from the purchase, the terminal will not allow cancellations and the player shall not be entitled to a refund.

4. At the option of the retailer, after the player has been reimbursed for the full face value of the ticket, the ticket may be resold rather than canceled. If the ticket is not resold prior to the draw for that ticket, the retailer is liable for the price of the ticket.

D. Game Play

1. A play is one (1) set of four (4) numbers, each from zero (0) to nine (9), any of which can be the same number.
2. Plays are marked on a playslip or communicated directly to the retailer to enter manually in the online terminal. The terminal will generate a ticket with the corresponding play(s).
3. When using a playslip, the player should make a heavy vertical mark in the appropriate boxes on each panel. Only pencil or blue or black ink should be used on the playslip. Red will not be accepted. If a player makes an error in play information selection, the VOID box for that play should be marked. A player should not erase any item on the playslip. Up to five (5) plays may be marked on a single playslip.
4. A player may choose to have any or all of the numbers randomly generated by the terminal. The Quick Pick option may be marked on the playslip or communicated to the retailer to enter manually.
5. The player selects a wager amount of either fifty cents (\$0.50) or one dollar (\$1.00) on the playslip. If not marked, the ticket will default to a one dollar (\$1.00) play. Additional wager amounts are available if selected manually by the retailer.
6. The player selects the draw time to play from Midday ("DAY" on the playslip), Evening ("EVE" on the playslip), or "BOTH." If no time is selected, the ticket will default to the next draw.
7. The player selects one (1) of the following four (4) Play Types:
 - i. **Straight** – A play in which to win, all the numbers selected must match the numbers drawn for that draw in the exact order. For example, the selection 1234 would only win if 1234 were drawn. A selection of four (4) identical numbers can only be played as a Straight play.
 - ii. **Box** – A play in which to win, all the numbers selected must match the numbers drawn for that draw in any order.
 - a. 4-Way Box – A play with four (4) possible ways to win with Box. Three (3) of the digits will be identical. For example, 1112 has four (4) ways to win: 1112, 1121, 1211, and 2111.

- b. 6-Way Box – A play with six (6) possible ways to win with Box. There will be two (2) pairs of identical digits. For example, 1122 has six (6) ways to win: 1122, 1212, 1221, 2112, 2121, and 2211.
 - c. 12-Way Box – A play with twelve (12) possible ways to win with Box. Two (2) of the digits will be identical. For example, 1123 has twelve (12) ways to win: 1123, 1132, 1213, 1231, etc.
 - d. 24-Way Box – A play with twenty-four (24) possible ways to win with Box. None of the digits selected will be identical. For example, 1234 has twenty-four (24) ways to win: 1234, 1243, 1324, 1342, etc.
 - iii. **Straight/Box** – A play that combines a Straight wager and a Box wager. A player would win by matching the numbers drawn in that draw in any order and win additionally by matching the numbers drawn in exact order. The wager amount is a minimum of one dollar (\$1.00), which includes a fifty-cent (\$0.50) Straight wager and a fifty-cent (\$0.50) Box wager.
 - a. 4-Way Straight/Box – A play with four (4) possible ways to win, three (3) ways with Box only and one (1) way with Straight and Box. Three (3) of the digits selected will be identical. For example, 1112 has four (4) ways to win: 1112 would win Straight and Box and 1121, 1211, and 2111 would win with Box only.
 - b. 6-Way Straight/Box – A play with six (6) possible ways to win, five (5) ways with Box only and one (1) way with Straight and Box. There will be two (2) pairs of identical digits selected. For example, 1122 has six (6) ways to win: 1122 would win Straight and Box and other combinations would win with Box only.
 - c. 12-Way Straight/Box – A play with twelve (12) possible ways to win, eleven (11) ways with Box only and one (1) way with Straight and Box. Two (2) of the digits selected will be identical. For example, 1123 has twelve (12) ways to win: 1123 would win Straight and Box and other combinations would win with Box only.
 - d. 24-Way Straight/Box – A play with twenty-four (24) possible ways to win, twenty-three (23) ways with Box only and one (1) way with Straight and Box. None of the digits selected will be identical. For example, 1234 has twenty-four (24) ways to win: 1234 would win Straight and Box and other combinations would win with Box only.
 - iv. **Combo** – A play in which all combinations of the selected digits would win a Straight prize if drawn in that draw. The Combo play costs the equivalent of the wager amount selected multiplied by the number of possible winning combinations. For example, a one-dollar (\$1.00) wager for a 4-Way Combo would cost four dollars (\$4.00).

- a. 4-Way Combo – A play with four (4) possible ways to win. Three (3) of the digits will be identical. The cost is four (4) times the wager amount selected. Any of the four (4) possible combinations of the numbers selected would win the Straight prize for the selected wager amount.
 - b. 6-Way Combo – A play with six (6) possible ways to win. There will be two (2) pairs of identical digits. The cost is six (6) times the wager amount selected. Any of the six (6) possible combinations of the numbers selected would win the Straight prize for the selected wager amount.
 - c. 12-Way Combo – A play with twelve (12) possible ways to win. Two (2) of the digits will be identical. The cost is twelve (12) times the wager amount selected. Any of the twelve (12) possible combinations of the numbers selected would win the Straight prize for the selected wager amount.
 - d. 24-Way Combo – A play with twenty-four (24) possible ways to win. None of the digits will be identical. The cost is twenty-four (24) times the wager amount selected. Any of the twenty-four (24) possible combinations of the numbers selected would win the Straight prize for the selected wager amount.
8. If no play type is selected, the ticket will default to a Straight play.

E. Advance Play and Multi Draws

- 1. A play is valid for the next upcoming draw only. To play multiple upcoming draws, the player may request Multi Draws from two (2) to fourteen (14) draws for Midday, from two (2) to fourteen (14) draws for Evening, or from two (2) to twenty-eight (28) draws for both Midday and Evening.
- 2. A player may select Advance Play to play a day of the week other than today. It is not necessary to select a day of the week to play in the next upcoming draw. Advance Play is only necessary to play in a draw beyond the next upcoming draw.
- 3. A Sunday Midday draw will be skipped on any Multi Draw ticket and the ticket will continue with the next upcoming draw, depending on the draw time (Midday, Evening, or Both) selected by the player.
- 4. If a player cashes a ticket with Multi Draws remaining, the player must ensure that the retailer returns a reissued ticket to the player.

F. Drawings

1. Unless ALC directs otherwise, Evening draws are held at 6:59 p.m. CT each day and Midday draws are held at 12:59 p.m. CT Monday through Saturday. All drawing times are approximate.
2. The winning numbers in a given draw are the numbers entered into the central gaming system and are controlling as to validation of a ticket by ALC or by an ALC retailer. If an error occurs during the entry process, ALC may correct an entry error and authorize validations accordingly.
3. Draws will be conducted in a manner prescribed by and under the supervision of ALC Security.
4. Draws are conducted using computerized random number generators at ALC offices in Little Rock, Arkansas. At the Director's discretion, the Multi-State Lottery Association (MUSL), of which ALC is a member, may conduct a Cash 4 draw on behalf of ALC.
5. Winning tickets for a particular Midday draw may be redeemed at approximately 1:15 p.m. CT following the draw. Winning tickets for a particular Evening draw may be redeemed at approximately 7:15 p.m. CT following the draw.

G. Prizes and Odds

Play Type	Odds	Ticket Cost	Prize
Straight	1 in 10,000	\$0.50	\$2,500
		\$1.00	\$5,000
4-Way Box	1 in 2,500	\$0.50	\$600
		\$1.00	\$1,200
6-Way Box	1 in 1,667	\$0.50	\$400
		\$1.00	\$800
12-Way Box	1 in 833	\$0.50	\$200
		\$1.00	\$400
24-Way Box	1 in 417	\$0.50	\$100
		\$1.00	\$200
4-Way Straight/Box	1 in 2,500	\$1.00	(match exact order) \$3,100
			(match any order only) \$600
6-Way Straight/Box	1 in 1,667	\$1.00	(match exact order) \$2,900
			(match any order only) \$400
12-Way Straight/Box	1 in 833	\$1.00	(match exact order) \$2,700
			(match any order only) \$200

24-Way Straight/Box	1 in 417	\$1.00	(match exact order) \$2,600
			(match any order only) \$100
4-Way Combo Play	1 in 2,500	\$2.00	\$2,500
		\$4.00	\$5,000
6-Way Combo Play	1 in 1,667	\$3.00	\$2,500
		\$6.00	\$5,000
12-Way Combo Play	1 in 833	\$6.00	\$2,500
		\$12.00	\$5,000
24-Way Combo Play	1 in 417	\$12.00	\$2,500
		\$24.00	\$5,000

H. Claim Procedures

1. All plays selected on a playslip print on one (1) ticket. 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.

I. Claim Period and Ticket Responsibility

1. All prizes must be claimed within one hundred eighty (180) days of the draw date in which the prize was won. Any prize not claimed within that period and in the manner specified above will be forfeited.
2. It shall be the sole responsibility of the player to verify the accuracy of the game play(s) and draw date(s) printed on the ticket.
3. 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.
4. Neither the playslip nor a terminal receipt shall constitute evidence of ticket purchase or of numbers selected. 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.