



Effective: October 1, 2018

OFFICIAL GAME RULES
QUICK DRAW

The following rules have been adopted by the New Jersey State Lottery Commission pursuant to the authorization contained in N.J.S.A. 5:9-7 and shall govern the operation of the “Quick Draw” lottery game. The rules are as follows:

1. DEFINITIONS

Authorized Claim Center - means any authorized Lottery Agent or Retailer, or Lottery office in the state where a winning official “Quick Draw” Ticket may be submitted for its Prize award.

Claimant - means any person or Entity submitting a claim form within the required time period to collect a Prize for an official “Quick Draw” Ticket. A Claimant may be the Purchaser, the person or Entity named on a signed official “Quick Draw” Ticket, the bearer of an unsigned official “Quick Draw” Ticket, or any other person or Entity who may seek entitlement to a “Quick Draw” Prize payment in accordance with the “Quick Draw” Official Game Rules.

Claim Limitation Period or Expiration Period – means the requirement that a Winning Ticket Prize must be claimed within one (1) year after the valid Drawing date for which the Ticket was purchased. One (1) year means the anniversary date of the Drawing unless the draw date is February 29th in which case the anniversary date is considered to be March 1st. For Tickets claimed and scanned at an authorized New Jersey Lottery Retailer within the Claim Limitation Period and then sent to Lottery Headquarters for validation, said Ticket must be received at the headquarters office by the close of business on the thirtieth (30th) day after the expiration of the Claim Limitation Period to be paid. All claims submitted beyond the one (1) year Claim Limitation Period are not eligible for Prize awards. Prizes that are not claimed within the Claim Limitation Period are known as Unclaimed or Expired Prizes.

Director - means the Executive Director of the New Jersey Lottery.

Drawing – means a formal process of randomly selecting the Winning Numbers in accordance with the Drawing Procedures for a draw.

Draw Number - means the consecutive number assigned by the central computer system designating a drawing.

Entity – means any Claimant other than a natural person who claims a Prize.

Exchange Ticket - means a Ticket issued if a Winning Ticket is redeemed prior to all Drawings referred to thereon being completed.

Game – means the game named in the title at the top of page 1 of these rules.

Lottery - means the New Jersey Division of State Lottery.

Lottery Headquarters – means the building where the Lottery operations are conducted. Address is One Lawrence Park Complex, Brunswick Avenue Circle, Lawrenceville, NJ 08648. Mailing address is PO Box 041, Trenton, NJ 08625-0041.

Matrix – contains a pool of numbers from 1 to 80.

Monitor – means a television, monitor, computer screen, smartphone, tablet, or any other electronic device where the Drawings are displayed.

Multi-Draw – means a Game feature which allows a Player to select Plays for up to twenty (20) consecutive Drawings on a Quick Draw ticket, starting with the next scheduled Drawing. The cost of a Multi-Draw Ticket depends on how many Draws and Player selection of the Play Amount.

Official Game Rules – means these rules.

Play or Wager – means for each play, a Player selects one (1) to 10 (ten) different numbers (spots) from a Matrix of eighty (80) numbers. A Player may select numbers by orally communicating the numbers to a Lottery Retailer; by marking numbered spaces on a “Quick Draw” Play Slip and submitting it to a Retailer; or by requesting a Quick Pick from a Retailer. Additionally, the Lottery may authorize other means to place a Wager. The Retailer shall then issue a Ticket containing the selected set or sets of numbers, each of which constitutes a Play. The Player determines the cost of the Play by orally communicating or marking the Playslip in the amounts of one dollar (\$1), two dollars (\$2), three dollars (\$3), four dollars (\$4), five dollars (\$5), or ten dollars (\$10) per Drawing.

Play/Bet Slip – means an optically readable card on paper stock issued by the New Jersey Lottery that a Player uses to make a “Quick Draw” Play or Plays.

Player – means a person at least eighteen (18) years of age, who purchases a “Quick Draw” ticket.

Prize or Prizes – means the winnings as defined in these Official Game Rules.

Prize Fund – means the portion of Game gross sales set aside for the payment of the prizes. The Prize Fund for any drawing is expected to be 59.84% of gross sales.

Prize Pool – means the respective number of dollars from the Prize Fund allocated to each of the Prize Levels.

Prizewinner – means a Player who is entitled, as a result of successful Claimant verification and successful Play/Ticket validation, to receive a Prize under the rules of a Game.

Purchaser or Player – means a Player of “Quick Draw” who purchases a Ticket within New Jersey in accordance with these Official Game Rules and New Jersey Lottery laws and regulations.

Quick Pick – means a Game feature that allows the Player to have the gaming system randomly select their “Quick Draw” numbers for an individual Play.

Retailer or Agent – means the person who has been licensed and authorized by the New Jersey Lottery to sell lottery Tickets pursuant to the State Lottery Law N.J.S.A. 5:9-1 et seq., and the Rules of the New Jersey Lottery Commission.

Spot - means the number of numbers a player chooses to play in the Game. For example, a 10-Spot means that a player has chosen to try and match 10 of the numbers drawn, a 9 Spot means that the player has chosen to try and match 9 of the numbers drawn, etc.

Terminal – means a device that is authorized by the Lottery to interact with the Lottery’s central computer system to issue New Jersey Lottery Tickets and to enter, receive and process Lottery transactions that may include issuing Tickets, validating Tickets and transmitting reports. This includes Player self-service Terminals (PSST) for the purchase of “Quick Draw” Tickets. When using a PSST, the Player may make number selections by inserting a completed Bet Slip into the PSST’s optical mark reader, or by manually entering the selections on the PSST touch screen or selecting a Quick Pick option. Note: some PSST’s may not support all of the differing methods of number selection.

Ticket or Game Ticket - means an official “Quick Draw” ticket, produced on official paper stock by a Retailer in an authorized manner, bearing Player or computer selected numbers, Game name, Draw Number(s), amount of Wager, and validation data.

Ticketless Transaction – means a Play sold through a subscription, internet or non-standard terminals.

Unclaimed Prize or Expired Prize – means any Prize for a Winning Ticket that has not been presented for payment within the Claim Limitation Period.

Wager – see “Play”.

Winning Numbers – means the number of one (1) or two (2) digit numbers, randomly selected during a “Quick Draw” Drawing, that shall be used to determine the Winning Play.

Winning Play – means the Play(s) that matches the Winning Numbers.

Winning Ticket – means a Ticket that has passed all Lottery validation and security requirements and that contains the Winning Play. Each Winning Ticket must meet New Jersey Lottery validation requirements.

2. GAME PLAY

- a. To play “Quick Draw,” a Player selects, or has the Terminal randomly assign (Quick Pick) up to 10 numbers from the game matrix which includes a range of consecutive numbers from one (1) to eighty (80). Bet selections of less than one (1) or more than ten (10) numbers will be impermissible and void. All “Quick Draw” Tickets issued shall be clearly identified with the name of the Game and the Draw Number(s) for which they apply.
- b. The Player may select from one (1) to twenty (20) consecutive Drawings for which the play shall be valid.
- c. The price of a single Play shall be determined by Player selection, except that the Director may establish a discount for promotional purposes from time to time.
- d. “Quick Draw” Tickets will be sold every day during the normal business hours of the Retailers authorized to sell said Tickets, or other means authorized by the Lottery. Such hours for “Quick Draw” sales shall be 5:00 a.m. through 2:00 a.m. or as designated by the Director.
- e. It shall be the sole responsibility of the Purchaser to verify the accuracy and readability of the information printed on the “Quick Draw” Ticket at the time of purchase.
- f. “Quick Draw” tickets can be canceled only by the same Agent or Retailer who sold the ticket and only on the day of purchase prior to the first draw on the ticket. During certain promotions, some Tickets cannot be canceled. After the Purchaser leaves a Retailer location, neither a Retailer nor the Lottery shall be liable for any errors in the accuracy and readability of a Ticket occurring for any reason.
- g. “Quick Draw” Play Slips shall be available at no cost to the Player. Play Slips shall have no pecuniary or Prize value, and shall not constitute evidence of purchase or number selections.
- h. A “Quick Draw” game feature may be added at the discretion of the Lottery. A “Quick Draw” game feature is an alternative or additional method for playing the Game with the same basic design. Any game feature that may be added shall be publicly announced by the Lottery in advance of the effective date.
- i. Lottery tickets for “Quick Draw” will be available only from authorized Agents or Retailers who have been approved by the Lottery Director.

3. DRAWINGS

- a. The Drawing to select the “Quick Draw” Winning Numbers shall be conducted at varying intervals between the hours of 5:00 AM Eastern Time and 2:00 AM Eastern Time or as designated by the Director.
- b. If for any reason a Drawing cannot be completed at the appropriate time, the Drawing may be postponed at the discretion of the Lottery. An issued Ticket shall be valid for the draw number identified on the Ticket.

- c. “Quick Draw” Drawings shall randomly generate, by electronic means, “Quick Draw” Winning Numbers, pursuant to the controls and methods defined by the Lottery in the Drawing Procedures.
- d. All Winning Numbers are subject to validation by the New Jersey Lottery, including, if necessary, review by the Director, whose decision shall be final. The Lottery shall not be liable for media misprints or incorrectly announced Winning Numbers.

4. CLAIMS AND VALIDATION

- a. In accordance with N.J.A.C. 17:20-7.12, the Claimant of a Winning Ticket for “Quick Draw” can take said Ticket to any Retailer for validation. If said Winning Ticket entitles the holder to a Prize of \$599.00 or less, that Prize may be paid by the Retailer upon presentation and validation of the Winning Ticket. If the Winning Ticket entitles the holder to a Prize that is more than \$599.00, then the Retailer shall validate the Winning Ticket, the Claimant and Retailer shall fill out a claim form issued by the Retailer and mail the completed claim form, validated Ticket, and validation receipt to Lottery Headquarters in the claim form mailer envelope. Once a Winning Ticket and claim form are received at Lottery Headquarters and validated, it will be considered “claimed” and will not be returned to the winner, but will be retained by the Lottery and the payment will be processed. The Winner should retain a copy of the claim form prior to mailing to Lottery Headquarters. The Claimant should sign the back of the Ticket.
- b. Claimant of a Winning Ticket must provide proof of age and other information consistent with N.J.A.C. 17:20-7.1.
- c. The Ticket must have been issued by an authorized Retailer on official paper stock of the Lottery.
- d. The Winning Ticket must have been recorded on the central computer system prior to the Drawing and must match exactly with the official file of Winning Tickets and must not have been previously paid. In the event of a contradiction between information as printed on the Ticket and as accepted by the Lottery computer, the Wager accepted by the Lottery computer system shall be the valid Wager.
- e. Tickets are void if:
 - i) Stolen, unissued, unreadable, mutilated, altered, reconstituted, counterfeit in whole or in part, miscut, multiply-printed, defective, tampered with, printed or produced in error, or blank or partially blank.
 - ii) Printing is irregular.
 - iii) Apparent or asserted symbols are not confirmed by validation number.
 - iv) The Ticket fails any of the Lottery's other validation tests.
- f. A “Quick Draw” Ticket matching all Game play, serial number, and other validation data recorded in the Lottery’s gaming system computer shall be the only valid proof of a Wager placed and the only valid receipt for claiming or redeeming any Prize.
- h. All Prizes more than \$5,000.00 will be subject to federal withholding tax at the prevailing federal tax rate. All Prizes more than \$10,000.00 additionally will be subject to New Jersey gross income tax withholding at the prevailing tax rate. In addition, all Prizes may be subject to garnishment per N.J.S.A. 5:9-13.5, 13.14, and 13.17 in accordance with the procedures in N.J.A.C. 17:42-1.1 et seq. and N.J.A.C. 17:43-1.1 et seq.

- i. The Claim Limitation period for “Quick Draw” Prizes is one (1) year from the date of the Drawing. All persons holding Winning Tickets must file for a Prize within one (1) year after the date of the Drawing. One (1) year means the anniversary of the date of the draw unless the draw date is February 29th in which case the anniversary is considered to be March 1st. All Winning Tickets submitted beyond the one-year period are not eligible for Prize awards. For Tickets claimed and scanned at an authorized New Jersey Lottery Retailer within the Claim Limitation period and then sent to Lottery Headquarters for validation, said Ticket must be received at the headquarters’ office by the close of business on the thirtieth (30th) day after the expiration of the official claim period to be paid.
- j. **Publicity for Prize Payments.** By claiming a Prize, the Claimant of a Winning Ticket shall be deemed to consent to the use of his or her name and image for the purposes of publicizing the award of a lottery Prize to assure the public that the “Quick Draw” Game is operated in accordance with these Official Game Rules and that “Quick Draw” Prizes are awarded as required by these Official Game Rules. For such purposes, the Lottery may require a Prizewinner to appear at and participate in a news conference or other promotional event. The Lottery additionally may publicize the award of a Lottery Prize won in “social media”, which may include, but not limited to YouTube©, Twitter©, Facebook©, or similar efforts, without additional consent or compensation to the Prizewinner. A Prize claim may be denied if the Claimant refuses to cooperate with the publicity requirements of this paragraph.

5. LIABILITY OF THE LOTTERY

- a. The liability of the Lottery for Tickets printed or produced in error or for defective Tickets shall be limited to the replacement of the defective Ticket with another un-played Ticket or reimbursement of the holder at the retail sale price of the Ticket.
- b. All winners, Tickets, and transactions are subject to New Jersey State Lottery rules and regulations, and New Jersey State Law. All Prize awards are subject to claim procedures, validation tests, and other applicable requirements of the Lottery.
- c. If the “Quick Draw” Game is no longer offered in New Jersey, any amount remaining in the Prize Pool or any reserve accounts at the end of the Game shall be carried forward to a replacement game or used in a manner as permitted by New Jersey law.
- d. Except as herein provided, all rules and regulations of the Lottery shall govern the operation of the “Quick Draw” Game. All determinations of Winning Tickets shall be made by the Director whose judgment shall be final.

6. PRIZE STRUCTURE

- a. The Prize Fund for the aggregate of all Prize Levels shall consist of 59.84% percent of the gross sales receipts for each Drawing.
- b. Odds of Winning are shown below:

10-Spot:

Pick 10 Numbers			
Match	Odds	Prize	Payout
10	8,911,711	\$100,000	1.12%
9	163,381	\$5,000	3.06%
8	7,384	\$300	4.06%
7	621	\$45	7.25%
6	87	\$10	11.48%
5	19	\$2	10.29%
0	22	\$5	22.90%
Overall Odds of Winning	9.05		60.16%

9-Spot:

Pick 9 Numbers			
Match	Odds	Prize	Payout
9	1,380,688	\$30,000	2.17%
8	30,682	\$3,000	9.78%
7	1,690	\$125	7.40%
6	175	\$22	12.58%
5	31	\$5	16.30%
4	9	\$1	11.41%
Overall Odds of Winning	6.53		59.64%

8-Spot:

Pick 8 Numbers			
Match	Odds	Prize	Payout
8	230,115	\$10,000	4.35%
7	6,232	\$400	6.42%
6	423	\$60	14.20%
5	55	\$10	18.30%
4	12	\$2	16.30%
Overall Odds of Winning	9.77		59.57%

7-Spot:

Pick 7 Numbers			
Match	Odds	Prize	Payout
7	40,979	\$2,500	6.10%
6	1,366	\$100	7.32%
5	116	\$15	12.96%
4	19	\$3	15.66%
3	6	\$1	17.50%
Overall Odds of Winning	4.23		59.54%

6-Spot:

Pick 6 Numbers			
Match	Odds	Prize	Payout
6	7,753	\$1,000	12.90%
5	323	\$45	13.93%
4	35	\$7	19.98%
3	8	\$1	12.98%
Overall Odds of Winning	6.19		59.79%

5-Spot:

Pick 5 Numbers			
Match	Odds	Prize	Payout
5	1,551	\$300	19.35%
4	83	\$20	24.18%
3	12	\$2	16.79%
Overall Odds of Winning	10.34		60.32%

4-Spot:

Pick 4 Numbers			
Match	Odds	Prize	Payout
4	326	\$55	16.85%
3	23	\$5	21.62%
2	5	\$1	21.26%
Overall Odds of Winning	3.86		59.74%

3-Spot:

Pick 3 Numbers			
Match	Odds	Prize	Payout
3	72	\$23	31.91%
2	7	\$2	27.75%
Overall Odds of Winning	6.55		59.66%

2-Spot:

Pick 2 Numbers			
Match	Odds	Prize	Payout
2	17	\$10	60.13%
Overall Odds of Winning	16.63		60.13%

1-Spot:

Pick 1 Numbers			
Match	Odds	Prize	Payout
1	4	\$2	50.00%
Overall Odds of Winning	4.00		50.00%

Note: All Prizes based on \$1.00 Wager. For any draw in which there are more than 30 Wagers in which the player selections match 10 Winning Numbers, the total prize amount available for payment of prizes on such winning Wagers shall be limited to \$3,000,000.00; and the amount of the prize payable to the holder of each ticket for such a Wager shall be determined by dividing \$3,000,000.00 by the number of such winning Wagers of \$1.00.

c. Prize Pool:

1. The expected Prize Pool for each drawing is approximately sixty percent (59.84%) of the money wagered by all players, plus the carryover amount, if any. The Prize Pools are generated from the Prize Fund.
2. The amount of the Prize Pool may be supplemented by proceeds from the unclaimed prize reserve or any part thereof for purposes of increasing the fixed prize awards at such times and in such a manner as the Lottery Director shall determine. The unclaimed prize reserve will be credited an amount equal to a maximum of 70% of the daily prize obligation forfeitures.

7. RETAILER REQUIREMENTS, COMMISSIONS AND BONUSES

- a. Electronic Fund Transfer (EFT). As per N.J.A.C. 17:20-6.3, all Retailers are required to have on deposit in their lottery bank account, no later than the close of their bank business day each Thursday, gross sales receipts less commission and cash Prizes paid out for the previous sales week ending Wednesday. In case of deficiencies in EFT, the Director may debit the Retailer's account \$25.00 per failure.
- b. Commissions. Retailers will receive a commission equal to five percent (5%) of the gross sales dollars. In addition, all Retailers paying out cash Prizes up to \$599.00 shall receive a commission equal to 1.25% of the money paid out in Prizes. On a temporary basis, the Director may from time to time raise the commission rates for promotional purposes.
- c. Bonuses: A Retailer that sells a Top Prize-Winning Ticket defined as: a 10-spot - match 10 of 10 winner, a 9-Spot - match 9 of 9 winner or an 8-spot - match 8 of 8 winner, will receive a bonus in an amount equal to 2.5% of the prize multiplied by the play amount.
- d. Offsets. Retailer commissions and bonuses may be offset, at the Director's discretion, against monies due from the Retailer to the Lottery. In such cases, if applicable, a net payment will be made to the Retailer. All data regarding Retailers' sales and compensation shall be kept confidential by the Lottery, except for income tax reporting required by law and bonuses per Section 7(c) above.

- e. Validate all “Quick Draw” tickets for a period of one (1) year from the date of the drawing. Tickets redeemed by Agents or Retailers are to be destroyed and properly disposed. Failure to do so will expose the Agent or Retailer to liability for restitution.
- f. “Quick Draw” Tickets may be canceled at the time of purchase. The Agents or Retailers must retain any canceled bet transaction(s) for a thirteen (13) month period. Failure to do so will expose the Agent or Retailer to liability for the full sales price of the canceled bet or bets, plus reimbursements if any to holders of “winning “tickets pursuant to N.J.A.C. 17:20-6.4(b). No commissions are payable on canceled bets.